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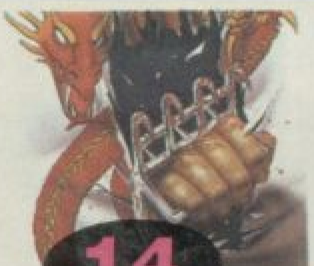
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Well Stab Me Vitals!!
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Christmas is coming and so is this lot...

SIXTEEN PAGE PULL-OUT BOOKLET

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50

Cut-out And Make It Yourself!

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BOARDS OF DOOM



130

Phil South Rounds Up The Latest Role-Playing Games — Yee ha!

T'ZER'S TIDINGS



We wish you... bless you... a merry Christmas! I don't normally go in for these tear-jerking editorials like some other magazines we could mention, but since it's the Xmas issue as well as the biggest issue EVER I thought I'd break a habit of ten minutes. Apart from the sheer size — it really is a huge one! — (snigger!) — there are loadsa extras. Take the sixteen page maps booklet in glorious technicolour — oh I see you already have. Then there's the FREE YS 'cut-out and make yourself' boardgame, Dogfight. Plus two pages of Yuletide Puzzles, tons of games and even more.

Anyway enough of that — here's how to make a Yule Log. Eat loads of Christmas pudding, turkey, Quality Street and branflakes. Wait six hours — hey presto! Have a very Happy Christmas!

T'zer

REGULARS

GAMES

YS FICTION SPECIAL

FRANK X

"She was all woman — I thought!"

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SANTA'S STICK-UP (OO-ER!)



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YS OFFERS

YOUR SINCLAIR

EDITOR Teresa Maughan
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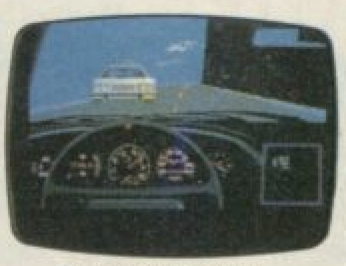
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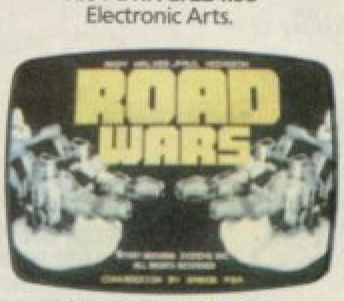
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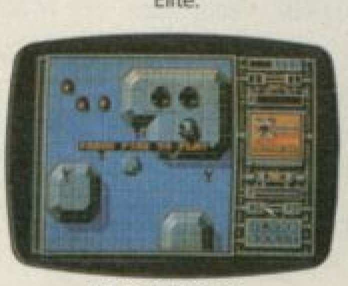
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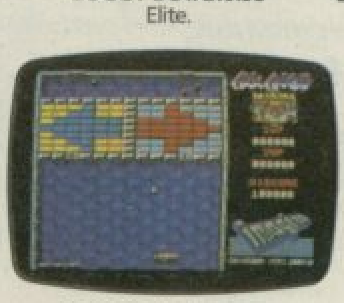
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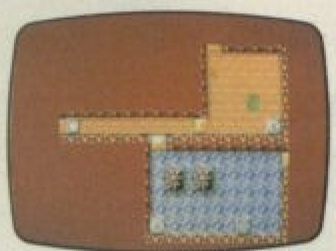
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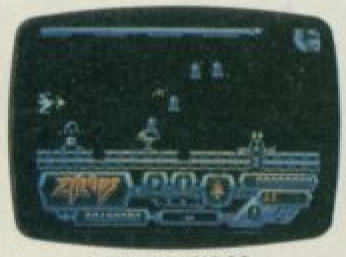
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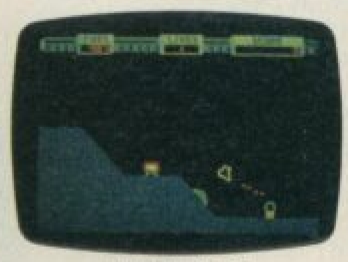
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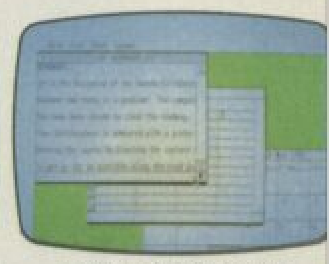
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ATARI SUPER PACK

WAR GAMES

CDS Software, set to release Tankattack on the Spectrum in late December, launched the game in the fitting surrounds of the National Army Museum art gallery. The game, an interactive computer/board game, was subjected to the critical gaze of two ex-YS hacks — John Minson and Graeme Kidd — the two dodgy looking individuals in the centre of the piccie.



This Month	Last Month	Game/Publisher
1	(3)	***Daley Thompsons Olympic Challenge***/Ocean
2	(4)	***Tracksuit Manager***/Goliath
3	(1)	***Football Manager 2***/Addictive
4	(2)	***Out Run***/US Gold
5	(9)	***Target Renegade***/ Imagine
6	(6)	***We Are The Champions***/Ocean
7	NE	***Gold Silver And Bronze***/US Gold
8	NE	***Night Raider***/ Gremlin
9	NE	***Buggy Boy***/Elite
10	RE	***Knightmare***/Electric Dreams

Left a glass of sherry on the mantlepiece for Santa Claus? Well done. That'll warm his old bones up. Mind you, if everyone's so thoughful the jolly old chap's going to come a bit of a cropper trying to drive his sleigh, cos after twenty-five million glasses of the stuff he's going to be totally and utterly



BRRRRRR, WHERE'S ME STRIDES GORN??

Rum goings on at the Darling camp this month. It seems as if the entire Code Masters team (even the midgets) have had their trousers stolen — and what a time for it to happen too, what with the long cold winter nights already upon us. Still, they're putting a brave face on it all — not surprising really, seeing as they're releasing the first full-price Code Masters game; a four in one Football 'Simulator'. With the expected profits from that one they'll each be able to buy three new pairs of trousers — and possibly even some thermal underwear. No wonder they're smiling.

This Month	Last Month	Game/Publisher
1	NE	***Joe Blade 2***/Players
2	(1)	***Bombjack***/Encore
3	NE	***On The Bench***/Cult
4	(6)	***Frank Bruno's Boxing***/Encore
5	(3)	***Gauntlet***/Kixx
6	NE	***Battle Valley***/Rack It
7	NE	***Advanced Pinball Simulator***/Code Masters
8	NE	***Ace Of Aces***/Kixx
9	(4)	***Airwolf***/Encore
10	(5)	***Ace***/Cascade

WORK EXPERIENCE

Here at *YS* we've just had three lads in for a 'work-experience' week (*and they certainly didn't get any clues from Duncan's vicinity of the office. Ed*) They are Jason (from London) and Andrew 'n' Paul (from Somerset). Jason discovered that the Art Room was a nice place to be, while Andrew and Paul discovered that if you want to get from Regent Street to Rathbone Place, there are more effective methods than hopping on a bus which takes you to the top of Baker Street (for those of you who don't know London, that's a bit like aiming for Lands End and waking up at John O'Groats)! Still we let them have a go at a games review — see *Screenshots*.



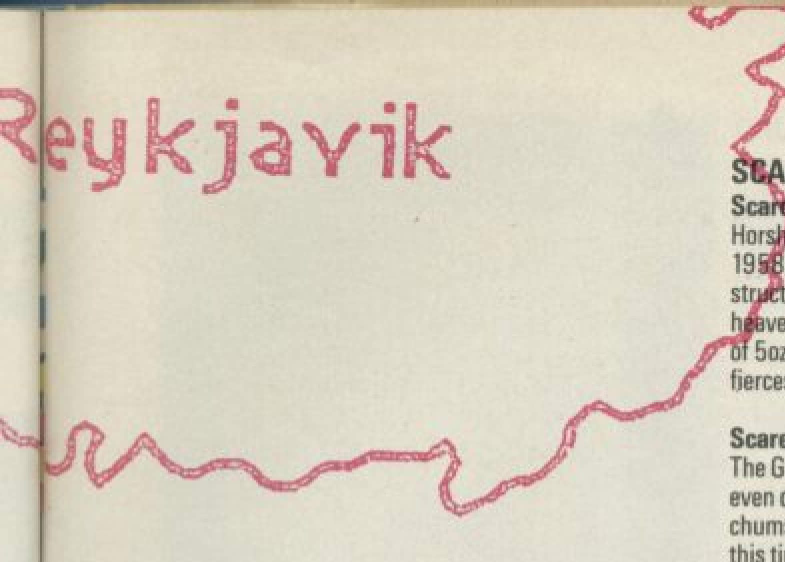
PAUL



ANDREW



JASON



SCAREY COLD WEATHER 'FACTS'

Scarey cold weather 'fact' 1

Horsham wasn't the place place to be in September 1958, at least not if you weren't wearing't wearing a structured steel helmet of some description . . . . The heavens opened and guess what came out: only billions of 5oz ice-chunks. Gordon blimey O'Bennett. It was the fiercest hailstorm recorded in British history. Brrrrrrr.

Scarey cold weather 'fact' 2

The Gopalganj district in Bangladesh in 1986 was an even dodgier place to be than Horsham in 1958. Our icy chums the hailstones poured from the skies again, only this time their average weight was over two pounds — that's heavier than a bag of sugar. 92 people were killed. Brrrrrrrr.

Scarey cold weather 'fact' 3

Fancy a bet on whether we're going to have a white Christmas or not this year? Our advice is to avoid the bookies actually, cos taking London as an example you'll probably lose some dosh. Guess how many 'white' Christmases there have been since 1900? Give up? Seven. That's an average of once every twelve years (mind you, the last one was 18 years ago, which just goes to show how spooky averages themselves can be. Brrrrrrrrrr.)

Scarey cold weather 'fact' 4

Clwyd was another place to avoid in 1947, especially if you happened to be David Rappaport — there was a snowfall of some sixty inches (that's five feet). Mind you, that's as nothing compared with the deepest snowfall recorded at Mount Lassen — a staggering 27 feet. Brrrrrr.

Scarey cold weather 'fact' 5

Thinking of taking a Summer reak in Vostok, Antarctica? Well, you'd better think about taking a wooly hat and a couple of extra pairs of socks cos in July 1983 the temperature plummeted to minus 89.2 Centigrade. And what with the ozone layer problems the South Polar regions are experiencing, who knows what spooky weather the future holds, Brrrrrrr!

READER'S CHART

Top Ten Collective Nouns

1 A Chattering Of...
2 A Crocodile Of...
3 A Cluster Of...
4 A Gathering Of...
5 A Gathering Of (T'zers in this one)...
6 A Clutch Of...
7 A Troop Of...
8 A Batch Of...
9 A School Of...
10 A Dose Of...

This chart was compiled by **Peter Young** of Delph in Lancs — see how many you can get? (The answers are printed upside-down somewhere on the Psssst pages).



Trainspotters Through History

A brief 'chattette' with some of the worlds greatest ever trainspotters.

21. Chris Bonnington



Hello. I'm pretty well known for climbing cold, big things called mountains. The most famous one I've 'scaled' (as we call it in the trade) is Mount Everest — I've done it quite a few times now, and to be perfectly honest with you it's becoming a veritable breeze. You stand at the bottom, look up and think to yourself 'blimey, it's a long way to the top, but if I hire a team of Sherpas to carry all the really heavy stuff up to 15,000 feet it shouldn't be too difficult for me to branch off and make it. Mind you, I've not always been a mountaineer — believe it or not I was once interested in the 'spotting' of trains; I was much better at it than my peers, though. They would all huddle together on the platform clad in their parkas and clutching their notebooks, while I would be perched in my 'base camp', which had been set up on top of the signal-box by my brother, who I was training to be a Sherpa at the time — it had the lot: tent, sleeping bag, mini-stove and compact but nutritious food supply. . . I could stay up there for months if I wanted, bagging all the numbers that zoomed past my ground base chums. I even managed to get the number 69 once. Why did I spot trains though? I'm often asked. The answer, quite simply, is because they were there!



T'ZERS

• Domark and development company LED have come up with a spiffing idea for a chrimble stocking-filler in the shape of *The Computer Maniac's Diary.* This software package includes a daily trivia quiz, a bio-rhythm display, horoscope, weather forecast, recipe of the day *(Yummy! Ed)*, an alarm clock and loads more. Obviously a purchase for day to day use.

• In the quest for realism, Digital Integration has been in deep discussion with the General Dynamics chief test pilot about the F16 fighter plane which is featured in its new simulation called, unsurprisingly, *F16 Combat Pilot*. Bill Gunston, renowned aviation writer, also contributed to the game and will supply an introduction to the comprehensive instruction manual. High on realism, the Spectrum version will be out soon.

• A real biggy this Yuletide should be Gremlin's *Space Ace.* A compilation, it comes at you seven handed and features *Cybernoid, Northstar, Trantor, Exolon, Venom Strikes Back* and *Xevious.* That's more shoot 'em ups than you can waggle a gnarled voodoo stick at.

• Codemasters has released yet another couple of budget 'simulators'. They are the *Rugby Simulator* and the *Pro Skateboard Simulator* and should appeal to all you skint sporty types.

• Another compilation hoping to wipe the market this Christmas is Elite's *Fists And Throttles.* This is a five game feature with former chart-topper *Ikari Warriors* appearing alongside *Buggy Boy, Thunder Cats, Dragon's Lair* and *Enduro Racer.* Fists of fury indeed.

• Walking Circles, the Bury based programming team, has been extremely busy over the past few months carrying out 'top secret' programming for two of the UK's leading software publishers. However, a mole has leaked the details, and here they are — the games and the software houses: *The Wanderer* for Elite, and *Echelon* for US Gold.

• How about this for a compilation to end all compilations: US Gold has released 15 of it's titles in one huge box and called it *History In The Making (The First Three Years).* *HITM(TFTY)* contains *Leaderboard, Express Raider, Impossible Mission, Super Cycle, Gauntlet, Road Runner* and *Raid*, to name but seven. It'll be in your shops for Christmas, so if you ask Santa nicely. . . He'll tell you to naff off.



HARE TODAY.....

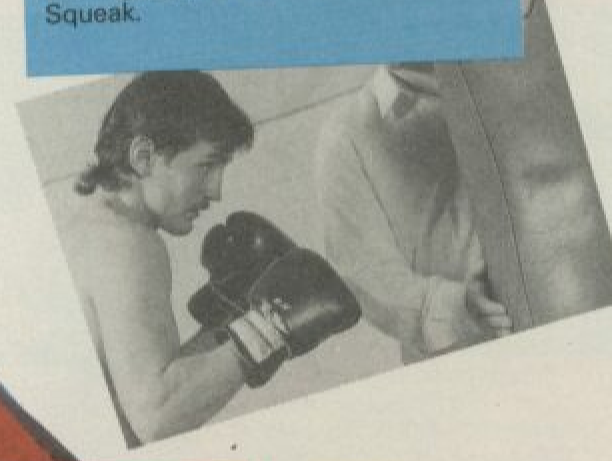
You might or might not remember, but in 1979 there was a book out called *Masquerade*, by Kit Williams. The novel idea behind *Masquerade* was that every page contained a 'clue', and all the clues, when discovered and pieced together would point to a precise geographical location somewhere in the United Kingdom. The first person to get to this spot would, if he took a shovel and dug down a couple of feet, find a jewelled hare, a pendant fashioned from gold and, er, jewels (worth £20,000). There was a small amount of public outcry, because some people misinterpreted the clues and tried to dig up pavements and suchlike in ridiculous places like Croydon — still eventually someone did track it down, and that was the end of Masquerade: or maybe not...



BRRRRRRRRRRR (SQUEAK)

Oh dear, 'Bazzer' McGuigan looks a trifle miffed, doesn't he. Not surprising really, as he was totally prepared for the winter weather when all of a sudden the bloke on the right nicked his shirt and jumper. Shame he didn't nick Bazzer's gloves as well though, because he's not going to be able to hide behind that bag for ever. (*Tell the truth. Ed*).

Um, actually Baz is posing for Alligata, who is holding a *By Fair Means Or Foul* competition in which folk who manage to become world champion in the game can hope to win prizes such as boxing trophies, 200 quid and certificates signed by the mighty Irish soprano himself. Squeak.



...GONE TOMORROW (BRRRRR)

Having been buried for two years in cold unforgiving earth, the jewelled Hare seems to have developed some kind of curse: or that's what it must look like to Haresoft. Haresoft was a software company who somehow managed to 'acquire' the spooky golden leporid. Their brainwave was to recreate the *Masquerade* hunt, but this time on computer rather than in book. Great idea, but they hadn't anticipated 'the curse of the rabbit-like pendant' — and the software, which ran on all popular home micros, was plagued with problems — resulting in the company's liquidation. Brrrrrr! Its only asset was the hare itself, which is about to be auctioned at Sotheby's in the hope of getting cash to pay its creditors. Where will it end up next, we wonder?



ADVENTURES

This Month	Last Month	Game/Publisher
1	NE	***The Colour Of Magic***/Alternative
2	NE	***Lancelot***/Mandarin
3	(1)	***Smashed***/Alternative
4	(2)	***Time And Magic***/ Mandarin
5	NE	***Football Frenzy***/ Alternative

Thanks to **Roger Hulley** of R&R Distribution

Here's a little riddley thing from **Dave Alexander** of Bishopstoke in Hampshire. Nice one Dave.

GUESS THE POP GROUP

André Previn gets up in the middle of the night and uses his vacuum cleaner. What's the name of the pop-group?
Answer: Orchestral Man Hoovers In The Dark. (Geddit?)

If it wasn't for the fact that Pat Mills and Kevin O'Neill's *Marshal Law* sneaked in as this month's fave comic, the top of the chart would be dominated by the mutant crossover saga wooshing through a lot of the Marvel line at the moment. It is a demonic tale called *Inferno*, and it's running at it's strongest in the mutant mags, like *X-Men*, *X-Factor* and *The New Mutants*. I love this story, being a rampant mutie lover, and it's too vast to retell without totally confusing you and myself. Suffice to say, if you haven't read it, run out and buy all the participating mags at once and catch up before it gets really good. It's all action, all baddies, all Marvel.

But back to the number one slot for a moment. The *Marshal Law* comic is the brainchild of Pat Mills, *2000AD* script supremo, and Kevin O'Neill, the most terminally wacko 2000AD artist. The story is a disturbing blend of familiar superhero stuff, but with an undercurrent of craziness and violence. I love it to death, and so will you. The quality of this zine is amazing, and I think it's easily the best value at the moment. And it'll be a collectors item in the future, I'll be bound.

Another collectors item at number four is the final episode of *Batman: The Cult*, a four part graphic novel style special issue. A hot story, and a brilliant presentation. I like the revamp that Bats has undergone a the hands of Frankie Miller and his pals at DC, like the book I just read called *Batman Year One*. This is a really good Frank Miller story, originally published as a four part mini-series, which does just that, tells the story of the first year of Batman's career. It's really just the story of Commissioner Gordon and Bruce Wayne, and how they came to be doing what they do, and how Commissioner Gordon knows that Bats and Bruce are the same dude.

Honorable mentions: *Nexus* — weird and wonderful (BTW: Virgin Comics do areally neat selection of T-shirts, and my fave is the plain *Nexus* one at £7.95. Check it out in Oxford Street if you're in London); *The Prisoner* — Dean Motter's excellent Village revisited; *V For Vendetta* — Alan Moore at his darkling best; *Stray Toasters* — robotic mayhem and fantasy fun. Buy it!

Phil Snout, Comix Ed

Comics chart supplied by **David Tarafder** of Virgin Comics

COMIX

1 *Marshal Law* (Epic)
2 *X-Men* (Marvel)
3 *X-Factor* (Marvel
4 *Batman: The Cult* (DC)
5 *Light And Darkness War* (Epic)
6 *V For Vendetta* (DC)
7 *Marvel Comics Presents* (Marvel)
8 *Grendel* (Comico)
9 *Dr Fate* (DC)
10 *Stray Toasters* (Epic)

COLD AS CRYSTAL . . .

You've probably seen Powerplay's two joysticks, both called The Cruiser. The essential difference between the two is in the colouring — one's blue with white buttons and a jolly (ho ho ho) red stick, while the other's a rather more sombre 'Goth' affair in black, black and black with a two way plug for both Sinclair and Kempston compatability. They've both got 'variable tension control rings' at their base, so you can, er, vary the tension of your shaft (oo-er).

Anyway, Powerplay has brought out a new stick which is clearly more minty due to the fact that the main body's totally transparent. It's called the Crystal Turbo and it's got optional autofire, super-sensitive microswitches and fire-buttons that are so red and shiny they make Postman Pat's mail-van look like a rusty Datsun. Trendy or what? — the ideal joystick for the invisible man!



BRRRRRRR, OUCH, AAAHHH, MMMMMMMM!

Crusty lips? Dicky feet covered with chilblains? Blocked up nose and weeping sinus tracts? Bleeeeeeuuuug. What a state — don't come near us — or anyone else for that matter. Go home at once and get plugged into the Dynamic Trio — Akrotherm. Vicks VapoRub, and Mint Lypsyl. Rub the Akrotherm chilblain cream into your ailing feet (don't forget to take off your shoes and socks first though), and then open the tub of VapoRub. Rub it all over — go on, you'll love it, but as it says on the box — 'don't place in nostrils'. Covered in the stuff? Great — now it's time for the mint lypsyl — open the tube and rotate the bottom (oo-er), it's like lipstick. Plaster it on, that's right, all over your 'gob', eer, yeah, why not — stick it up your nostrils as well (there's no warning on this baby). Don't you feel better now? Eh? What's that? Can you come near us now? Whaaat?? Smelling like that? You must be joking! Go away.







CHILLY CHORTLES DEPT.

Yes, with Christmas round the corner, all those hilarious humour books are back again, full of quips, gags, puns, and photos of your least favourite TV stars. But while some would extract a seasonal snigger from your pet hamster, most are only good for a yuletide yawn. Or so says our Jokes Correspondent, *Marcus "Mr Laffs" Berkmann...*

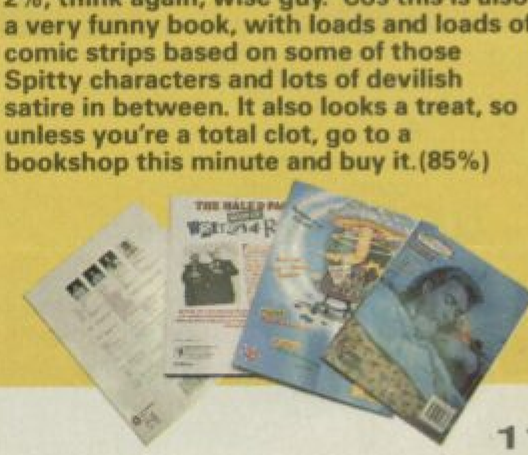
Go To Bed With Jonathan Ross **(Virgin, £4.99)**
This glossy little product purports to be the diary of Mr Ross's inexorable climb to success, from pram to autocue in 96 pages. Trouble is, are we really interested in what the *Last Resort* host has to say about anything — especially as he doesn't seem to have written much of this himself? Thought not. (34%)

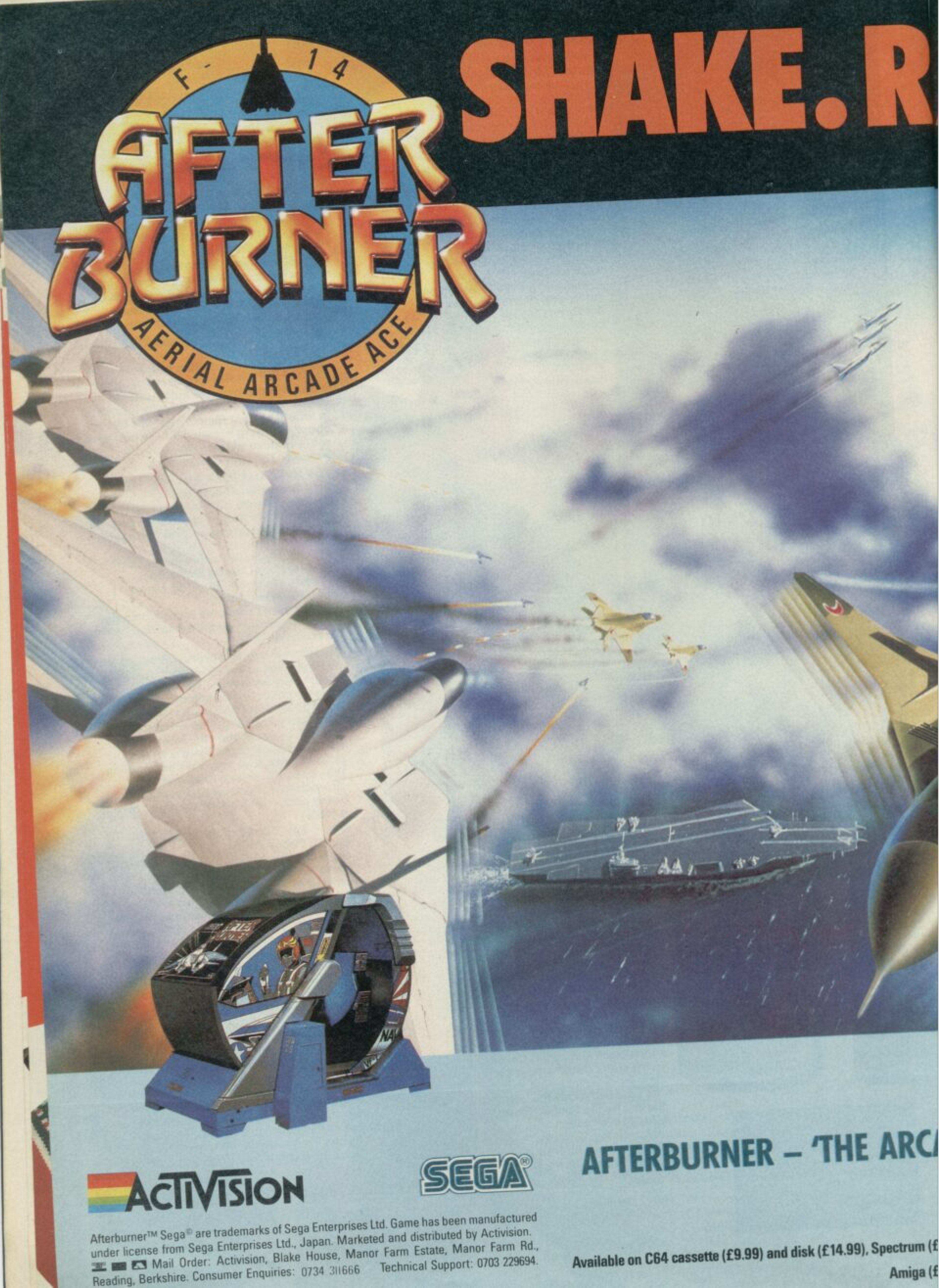
The Hale And Pace Book Of Writes And Rons **(Robson, £7.95)**
Gordon Bennett, this is even worse! And it's three quid more expensive. There are about two jokes a page, and neither of them are funny.
"Is he saying we aren't funny, Ron?" (laughter from studio audience).
"Well, we aren't, Ron," (gales of uproarious laughter).
"No I didn't think we were either, Ron," (mass hysteria — audience carried out on stretchers) (18%).

Loadsamoney & Stavros Present Wad & Peeps **Harry Enfield (Penguin, £3.99)**
Hallo everybodpeeps! This equally random collection of jokes is nevertheless a cut above Hale and Pace's drivel, but then Harry Enfield's a fair bit funnier himself. Even so, the characters don't transfer amazingly brilliantly to the printed page, and you can't help feeling that it would all be a mite more chortlesome if you were watching it being performed, rather than just reading it.(45%)

Viz — The Big Pink Stiff One **(John Brown Publishing)**
Sigh! Do you realise that as you read these words, 239 furious mothers are writing in to complain of the appalling filth (rumble, PARP!) that we are now printing in these once hallowed pages. As ever, this collection of a year's worth of old *Viz* comics is terminally tophole. Do you realise that their latest issue sold 325,000 copies, making it the 22nd biggest selling magazine in the country? Astonishing. (92%)

Spitting Image — The Giant Komic Book **(Pyramid, £4.95)**
An admission, here — I actually had something to do with this. But if you're expecting I'll cut down my marks to about 2%, think again, wise guy. 'Cos this is also a very funny book, with loads and loads of comic strips based on some of those Spitty characters and lots of devilish satire in between. It also looks a treat, so unless you're a total clot, go to a bookshop this minute and buy it.(85%)



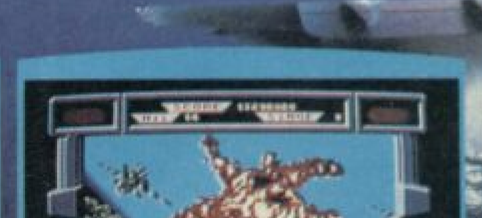

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RATTLE. ROLL IT. . .





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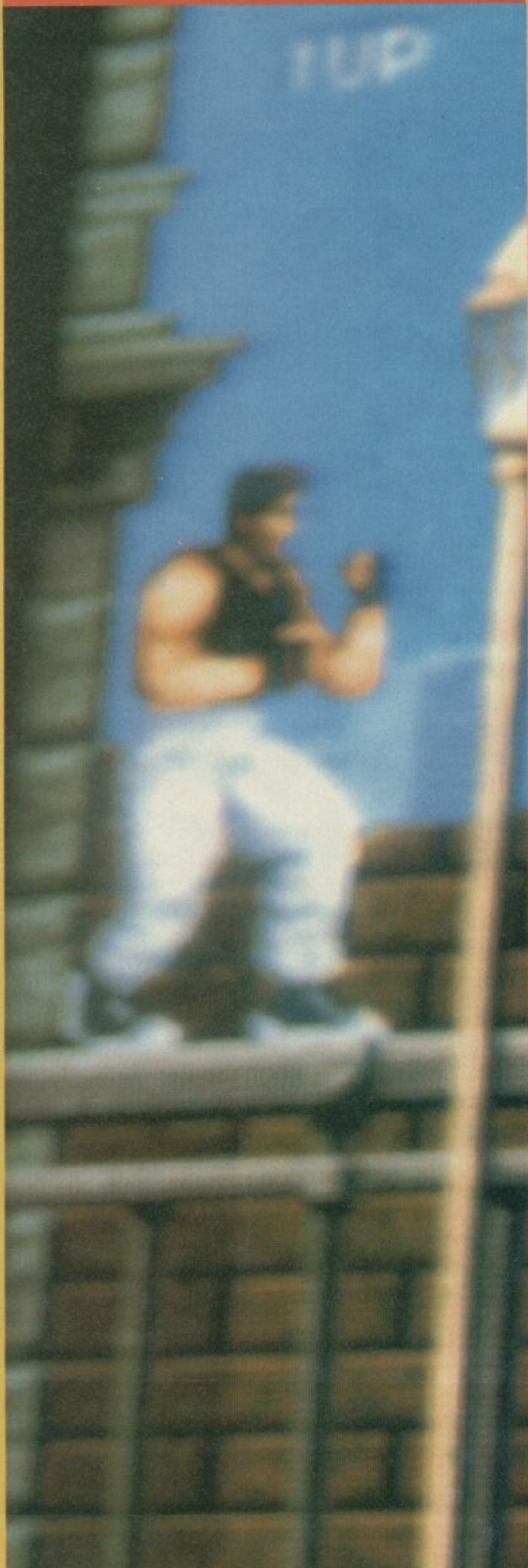
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iga (£24.99) and MSX (£9.99).



Aaaaahhhhhhhh, sssooooooooo, honoulable leviewer *Peter Shaw* donned his baraclava, sneaked into Ocean's plemises and searched for the Spectlum version of *Dragon Ninja*....

You may think you've seen them all, *Last Ninja, Ninja Warriors, Ninja Hamster* and *Ninja Banana*, but you won't have seen this one yet — *Dragon Ninja* — one of the meanest beat 'em ups to hit your Speccy yet.

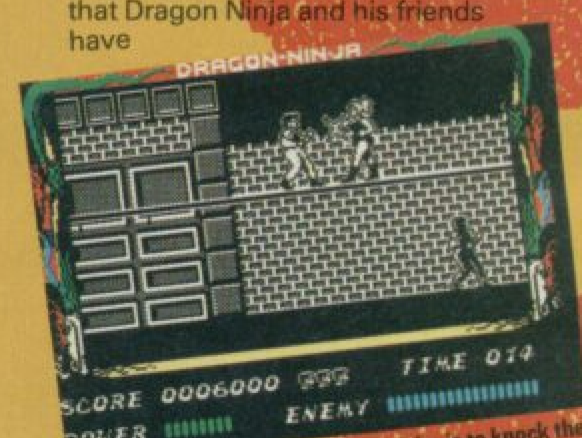
You may have already played this on the arcade version, in which case you'll know it's a serious case of bash the baddies before they bash you, but for those of you who haven't — stick around.



You can play in two areas of the screen in most sections of the game, either here on the pavement level or up a step on the scaffolding where the bloke in the attractive black one-piece is strutting his funky stuff.

In fact even if you have seen the coin-op, you'd better stick around anyway — unless you fancy getting an oku dashi in the chops!

Your job is to rescue the President of the USA (Blimey it didn't take Bush very long to get into trouble, did it?). It seems that Dragon Ninja and his friends have



Poff! Blim! Blam! On level one the aim is to knock the smile off the face of the girl with the pony-tail and leotard. Watch her — she can perform some mean cartwheels....

got hold of him, and you can be sure of one thing — they're not playing 'pin the tail on the donkey'. They're serious dudes. So off you jolly well go.

In level one you'll find yourself on the 'street' level, either battling it out with your foes on the pavement or on scaffolding boards. You'll be up against four different types of evil Ninja, an acrobatic female (Oo-er) and a vicious guard dog. If you manage to polish the little beggars off, it's time for the confrontation with mister big — the Ninja Master, in this case a wobbly bellied geezer called Karnov.

DRAGON NINJA



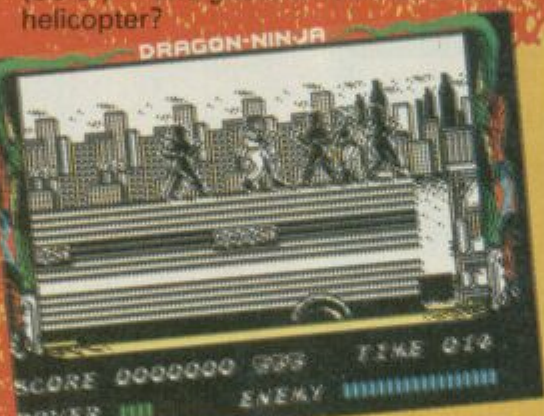
Hiyaaaaahhh! Take that. Fight just a bit further and you'll soon be seeing the fat wobbly one himself — Karnov.

Level two thrusts you on top of a moving articulated truck, where you'll come across many of the nasties you've already met — but with the added problem of balance. It's jolly hard standing on top of a moving lorry, expecially when you're having seven tons of manure kicked out of your ankles. Survive the onslaught, however, and the mega-nasty at the end is Dragon Ninja's answer to Freddy Kruger. He's called Iron, and he's got claws about three feet long (the scamp).

Levels three and four (the sewer and forest respectively) follow the same basic formula, but with the action getting progressively more frenetic. You'll eventually, of course, come up against the old end of level Ninja Masters again. Truly horrible! Gruesome Giant has the disconcerting habit of suddenly multiplying into an army, and Animal is the well hard guardian robot of the forest.

Level five is another 'whoops, careful where you put your foot, oh dear I've taken a nasty tumble' hard to balance bit, only this time the action all takes place on top of a speeding train. Defeat the evil Akaikage at the end and you'll find yourself on the penultimate level — The Caverns. Here you'll face Karnov again, who has been reincarnated as one of the 'normal' baddies — and the Ninja Master, the actual master of the caverns, Devil Pole.

Level seven (the final level for those clots who didn't know what 'penultimate' meant) is the real business, though. Having dispatched the normal baddies in the warehouse, you'll find yourself up against Karnov (again). No problem, you think. Or at least you do for the briefest of femto-seconds until you spot who else is about to enter the fray — only Iron, Animal, Akaikage and all the other Ninja Masters you thought you'd put paid to. Gordon Blimey O'Bloomin' Bennett. Run away? Erm, you can't. Fight on bravely and you might just make it to the top of the warehouse where Dragon Ninja himself is leaping around on his chopper (Oo-er) — and guess who's inside the helicopter?



A new dimension in Ninja games — fighting atop a moving truck! Just a bit further to the cab and we'll be seeing Iron, the Freddy Kruger lookalike with three foot claws.

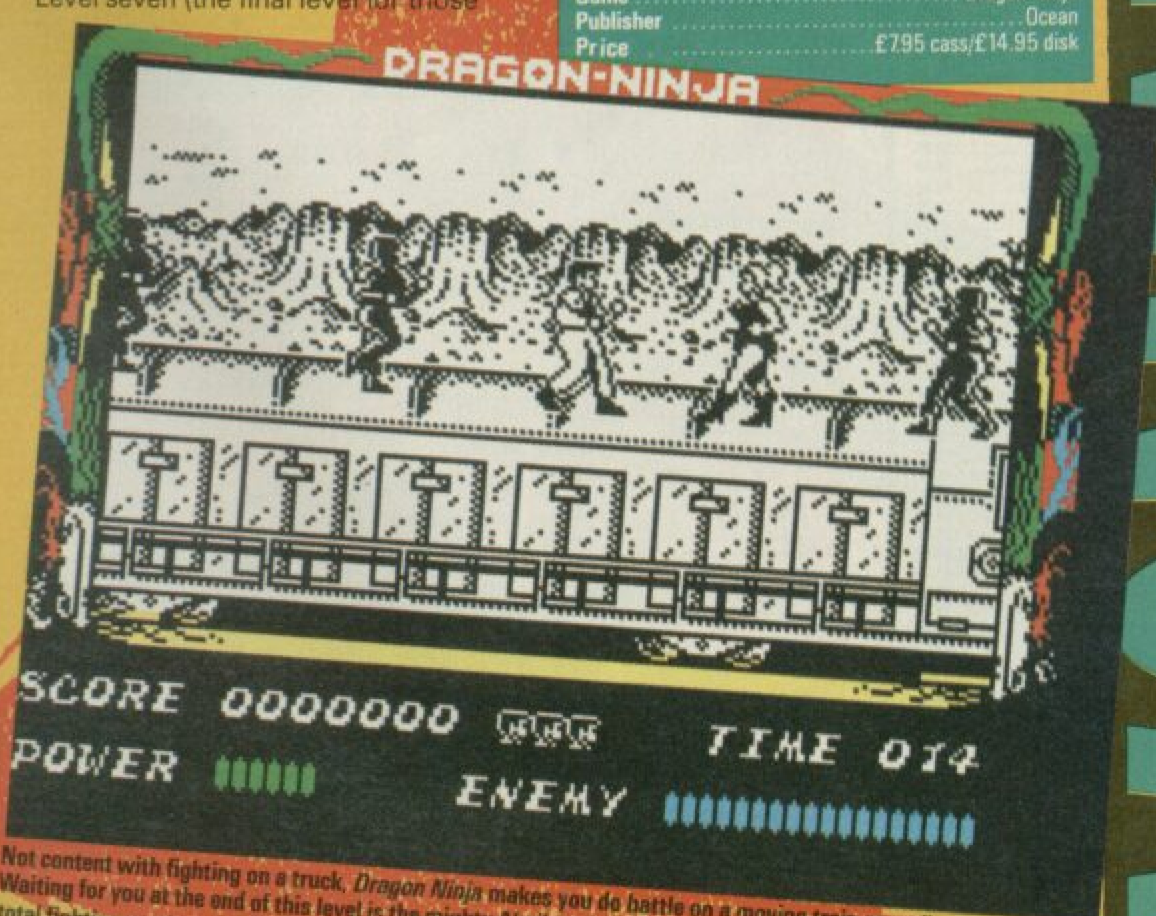
Nope, not Roger Rabbit. have another go Yup, that's right — it's George Bush.

The Speccy *Dragon Ninja* does lack a couple of the features from the arcade game, such as the different facial expressions on the Ninjas faces as you give them an early holiday, but you couldn't really expect that sort of detail on our old faithful rubber chum now, could you?

By my reckoning it's going to be one of the best Ninja Games for your money this Christmas — but you'll have to earn yourself a pretty dark shade of belt if you want to reach the end!

FAX BOX

Game	*Dragon Ninja*
Publisher	Ocean
Price	£7.95 cass/£14.95 disk



Not content with fighting on a truck, *Dragon Ninja* makes you do battle on a moving train as well. Waiting for you at the end of this level is the mighty Akaikage — total fighting machine in a leotard!

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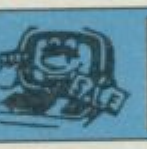
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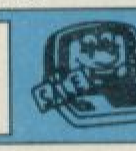
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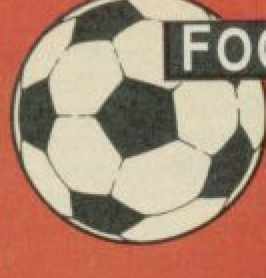
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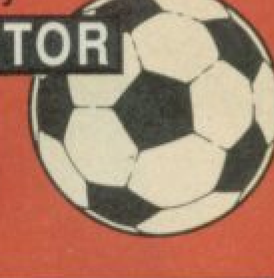
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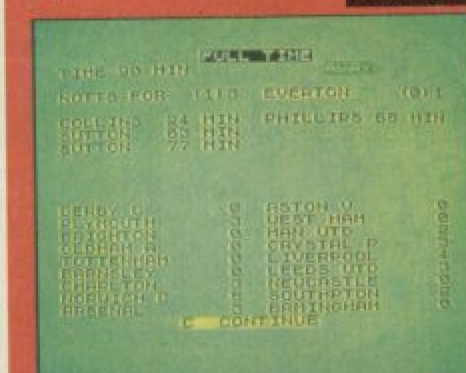
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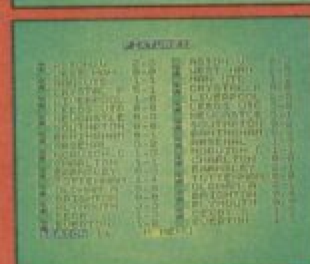
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Saturday Night At The MOVIES

With Rachael Smith (Ugh! Ed)

Here's a round-up of what's new and vital on the Big Screen while all around is festive. Plus best of the vids to rent or, better still, drop hints about Xmas stockings . . .



WHO FRAMED ROGER RABBIT (PG)

Bob Hoskins, Roger Rabbit

Hollywood has a new star! He's four foot six tall, has hair all over, long ears and buck teeth and no, I don't mean that geek Gwyn.

Everybody's rabbiting on about Roger. He lives in Toon town when he's not appearing in Maroon studio's cartoon and I love him, even though he is [illegible] Jessica – who [illegible] she's just drawn that way. But it isn't easy being a cartoon character and having to make everyone laugh all the time as Roger finds out when he's framed for murder!

On the run, Roger hides out with down and out detective Eddie Valiant, a man whose love of the bottle is only matched by his hatred of Toons. But pretty soon Valiant comes to realise that the cartoon character is





more than the innocent dupe of a major conspiracy with the sinister Judge Doom as the key figure! So despite himself, Valiant sets out to save Roger from that deadly paint stripping brew – the dip!

You may have seen live action mixed with animation before but you've never seen anything like Roger Rabbit. By the end you'll believe that the Toons are every bit as real as brilliant Bob Hoskins and the other humans. Even if you don't see another film this Christmas do yourself a favour and see Roger – p-p-p-p-please!

JUST ASK FOR DIAMOND (U)

Colin Dale, Jimmy Nail

Private eyes don't come much more private than Tim Diamond – so private, in fact that nobody's been near his office for weeks. Not surprising seeing as the teenager got kicked out of police training college for being too stupid and the most action he gets is looking after his kid brother, Nick.

But then the mysterious Johnny Naples drops off an equally mysterious package and immediately gets murdered . . . all of which leads Tim to open the box and discover . . . chocolates? No, Maltesers, the chocolates with the more sinister centre. Why are they so valuable that people are dying for them?

Nick and Tim's tongue in cheek adventures take place in North London of all places, proving that you don't need to go to Los Angeles or New York if you want mystery. Based on the best selling thriller The Falcon's Maltesers (*Yum! Ed*) this one's for the younger generation.



SUNSET (15)

James Garner, Bruce Willis

It's not just cartoon rabbits getting in on the detective act this Crimbo. In 1929 Tom Mix was one of the biggest Western stars in Hollywood, and even though the films were silent, producers weren't above publicity stunts like pulling in big noise Wild West lawman Wyatt Earp as advisor for Tom's next pic.



The two gun actor and gunfighter are getting along fine until a murder occurs, and both are drawn into a web of mystery which involves the head of the studio and his family. [illegible] of the old west triumph in a Hollywood full of [illegible] corruption? Find out as Mix and Earp set out to solve the case.

The idea of combining these two real life characters is great with Garner as the craggy faced marshal and Willis exuding his usual charm as Mix – and he can mix his charm for me any time he likes!

LIKE FATHER LIKE SON (PG)

Dudley Moore, Kirk Cameron

Remember *Vice Versa*? Remember *Big*? Even remember *18 Again*? Well, this one did it first as Dr Jack Hammond swops minds with his son Chris, thanks to a magic potion. Cue



the usual confusions as dad finds himself back at school, humiliating teachers and getting beaten up by the class bully, while Chris finds himself taking medical students round the wards of the local hospital and having an affair with his boss's wife!

Despite having almost the same plot as the three films which followed it, this has a secret weapon in the shape of Dudley Moore, being just as juvenile as he is in *Arthur* – but if you like cuddly Dudley you'll discover some good laughs in this freaky tale of a really mixed up father and son.

WILLOW (PG)

Val Kilmer, Joanne Whalley

The big fantasy film for the holidays features more heroic heroes than you've seen before, more monstrous monsters – and more midgets than you'll find in Munchkinland.

Willow is the diminutive farmer who finds a child by the shores of a river [illegible] and realises that [illegible] fate is somehow intertwined with the [illegible] to tear the land apart. Meanwhile evil sorceress Queen Bavmorda has read the prophesies and wants the child killed – all of which promises lots of high adventure and a rip-roaring finale.

This is high adventure flying at 37,000 feet, and the transAtlantic accents may get on your wick. But the influence of George (Star Wars) Lucas ensures that Willow will delight all Dungeons and Dragons fans.

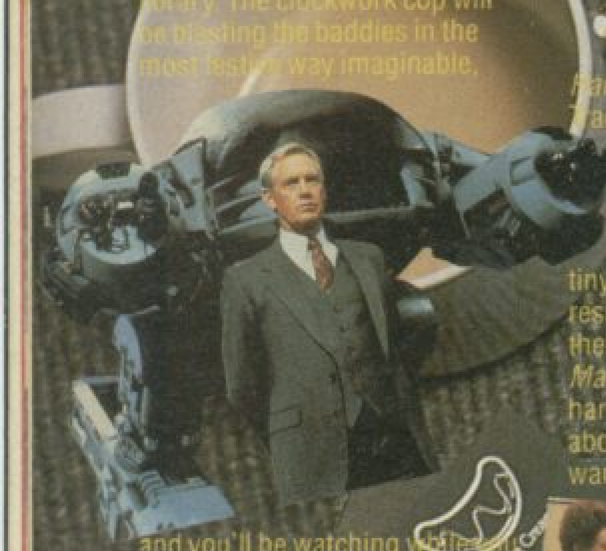


BIG ONES
For Hire (Oooo...)



He's cute, he's bug-eyed and he wants to bum ten pee for the phone. At last *ET* (U) is on video, and what's the betting he tops the rental charts for Christmas? The perfect movie for Boxing Day, you'll laugh, you'll cry, you'll munch another mince pie. This film's the perfect recipe for Christmas E(a)T-ing!

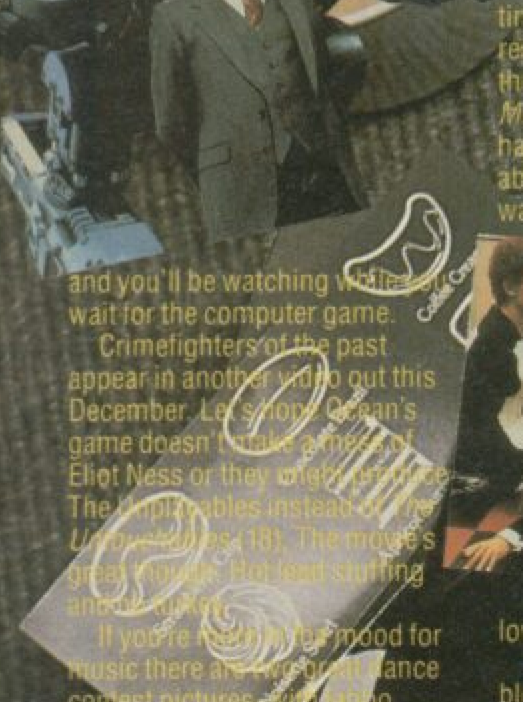
"Clunk, whirr . . . you have five seconds to put down that pun." Oh no! *Robocop* (18) is working for the Joke Police. But he's taking time off this Christmas to appear in your local video library. The clockwork cop will be blasting the baddies in the most festive way imaginable,



and you'll be watching while you wait for the computer game.

Crimefighters of the past appear in another video out this December. Let's hope Ocean's game doesn't make a mess of Eliot Ness or they might produce The [illegible] instead of *The Untouchables* (18). The movie's great [illegible]. Hot lead stuffing [illegible].

If you're [illegible] the mood for music there are two great dance contest pictures with taboo tunes from the sixties. *Shag* (15) sounds like a top-shelf job but actually it's a real neat jive from 25 years ago. Great fun and four girls go crazy by the sea.



Hairspray (PG) tells how big girl Tracy becomes a star and is so weird and wonderful you've just got to see it.

There's more sci-fi in *Batteries Not Included* (PG), the story of tiny aliens who help the residents of a block of flats fight their evil landlord. But I prefer *Making Mr Right* (15), which was hardly shown in the cinemas. It's about an android who decides he wants to be human and falls in love. You'll love it too.



Baby Boom (PG) isn't about blowing up babies but does have Diane Keaton as a harassed yuppie mum – lots of laughs even if you hate children. And even if you *Can't Buy Me Love* (15) you can hire this story of a school nerd hiring a girlfriend. And if you want a Christmas thriller, I suspect you'll find *Suspect* (18) a pretty suspicious case, as Cher battles it out in a courtroom.

Those Chinese Yorkshiremen, the *Ewoks* (U) are back in a spin off from *Star Wars* that's never been seen here before.

George Lucas wrote the story so let the furs be with you!

Finally two tales of mice. *Tom and Jerry in The Missing Mouse* (U) will need no introduction but *An American Tail* (U) is the feature length tale (tail – geddit?) of an immigrant rodent in New York and manages to be rather original for a cartoon.

Whichever you decide to [illegible] you're sure to have one hell of a square-eyed Christmas!

STOCKING
Fillers For Sale (...err!)

[illegible] it amazing? For less than the price of a computer game you can have a video. [illegible] makes [illegible] but who cares? [illegible] *Bugs Bunny And Friends* [illegible] or even *Daffy Duck* (U) from [illegible] for £7.99. [illegible] *Roger Rabbit* [illegible].

But there's more. Disney has several compilations called *Here's . . . Mickey, Donald, Pluto, Goofy* and *Silly Symphonies*, all U certificate at £7.99 – which is mighty cheap for so many laughs. But £12.99 buys you *Pinnochio* (U), one of the finest examples of the animator's art ever!

Time travel causes problems in two Christmas videos. *Bandits* (PG), at £9.99 from CBS/Fox, is one of the most imaginative adventures ever, as the diminutive trouble makers zoom around the ages. Meanwhile World War One ace *Biggles* (PG) comes to terms with modern London and a German death ray. [illegible] Mirrorsoft's game of this one? The vid costs £9.99 from CBS/Fox.

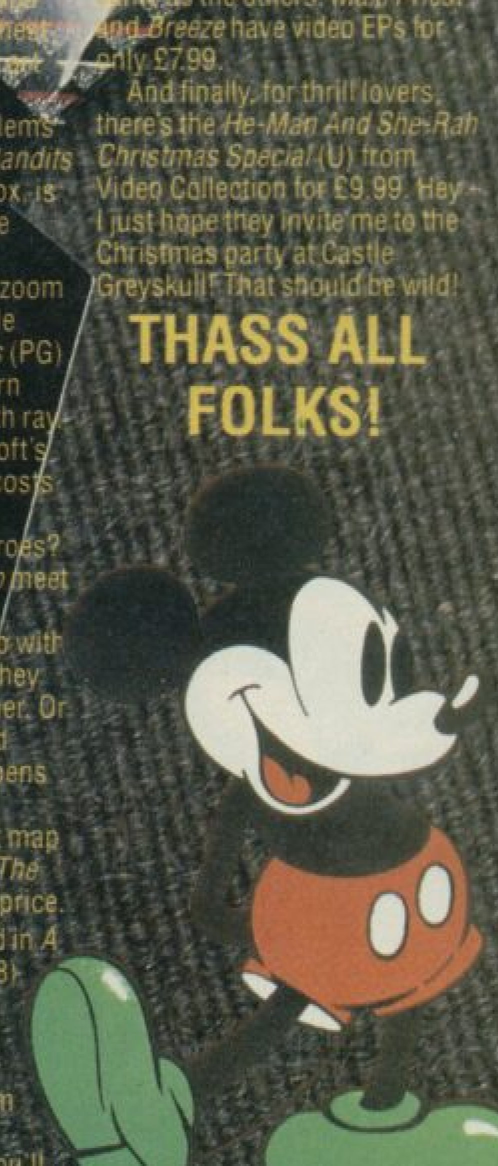
How do you like your heroes? Once you've tried *RoboCop* meet the original man of steel in *Superman I-4* and shack up with his sister, *Supergirl* (PG). They cost £9.99 each from Warner. Or if you prefer flesh and blood adventurers, see what happens when a group of American teenagers discover a secret map in the Spielberg-produced *The Goonies* (PG) for the same price.

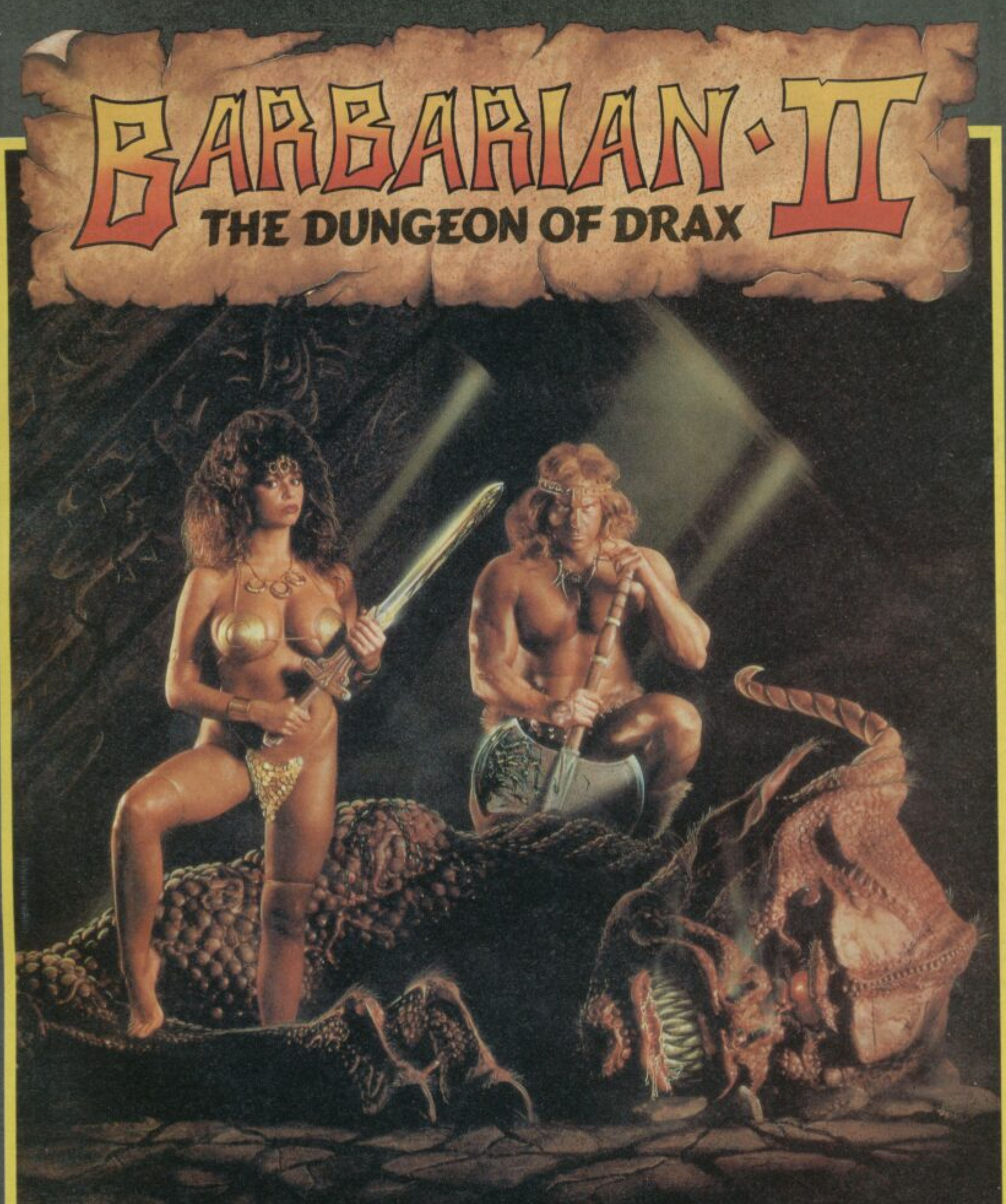
There's magic of one kind in *A Nightmare on Elm Street* (18) from CBS/Fox for £9.99 as Freddie plays his nocturnal tricks. Less scary is *Timmy Mallett's Magic Box* (U) from Virgin – a how to do it tape complete with everything you'll need to set yourself up as a [illegible] for only £9.99, which has to be a bargain of the month.

It must be the food of love, I think I'll [illegible] out on Christmas [illegible] also from Virgin, *The Human League* [illegible] *Greatest Hits*, while I love *The Pogues* [illegible] they're so [illegible]. There's a *Ziggy Marley* [illegible] and a hits compilation [illegible] but best of all has to be the *Glam Rock Collection*. Slade, Gaz Glitter, do you wanna touch me there? It'll cost £9.99 if you do – the same as the others. *Maxi Priest* and *Breeze* have video EPs for only £7.99.

And finally, for thrill lovers, there's the *He-Man And She-Rah Christmas Special* (U) from Video Collection for £9.99. Hey – I just hope they invite me to the Christmas party at Castle Greyskull! That should be wild!

THASS ALL FOLKS!





Spectrum Version



Amiga Version



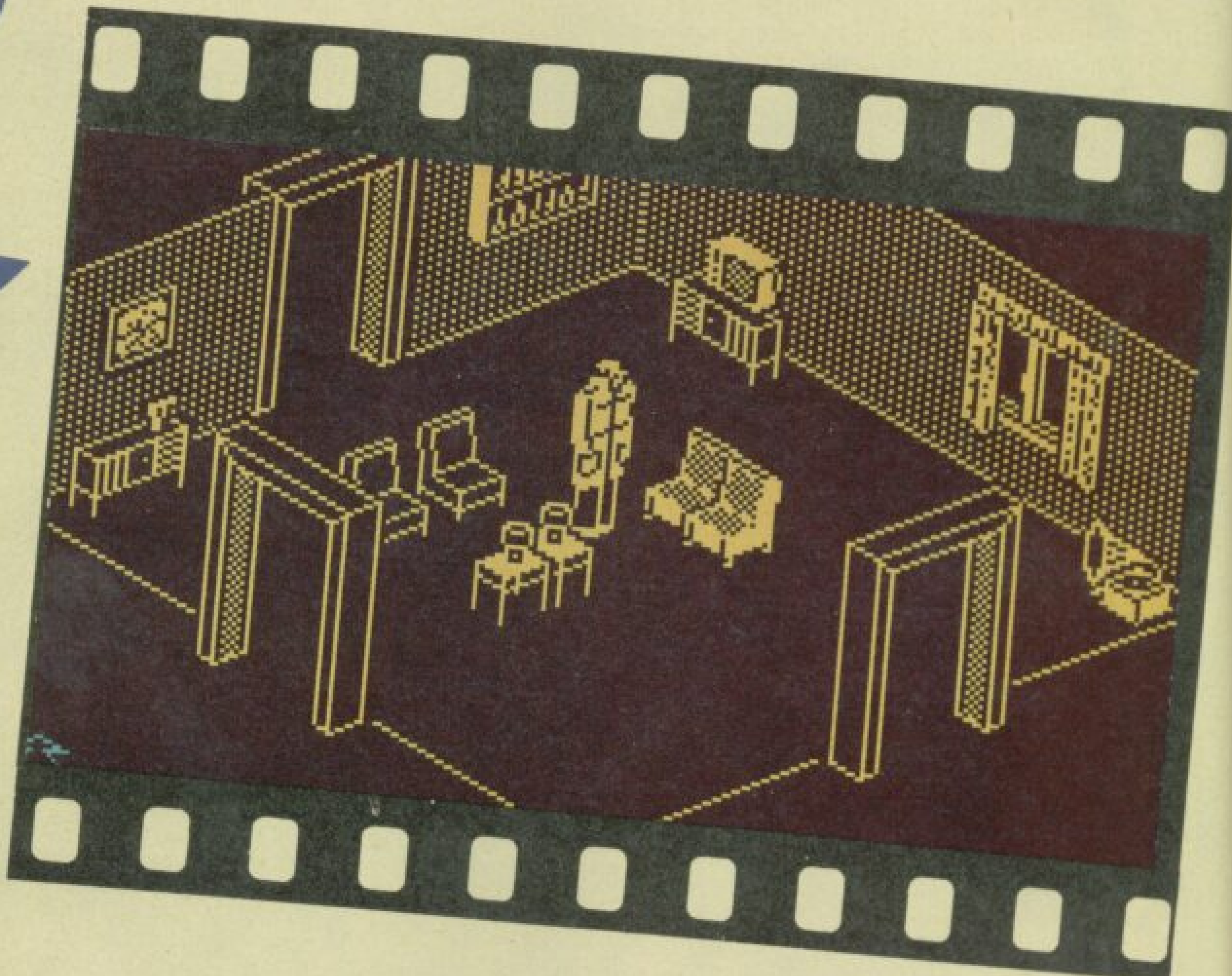
C64 Version

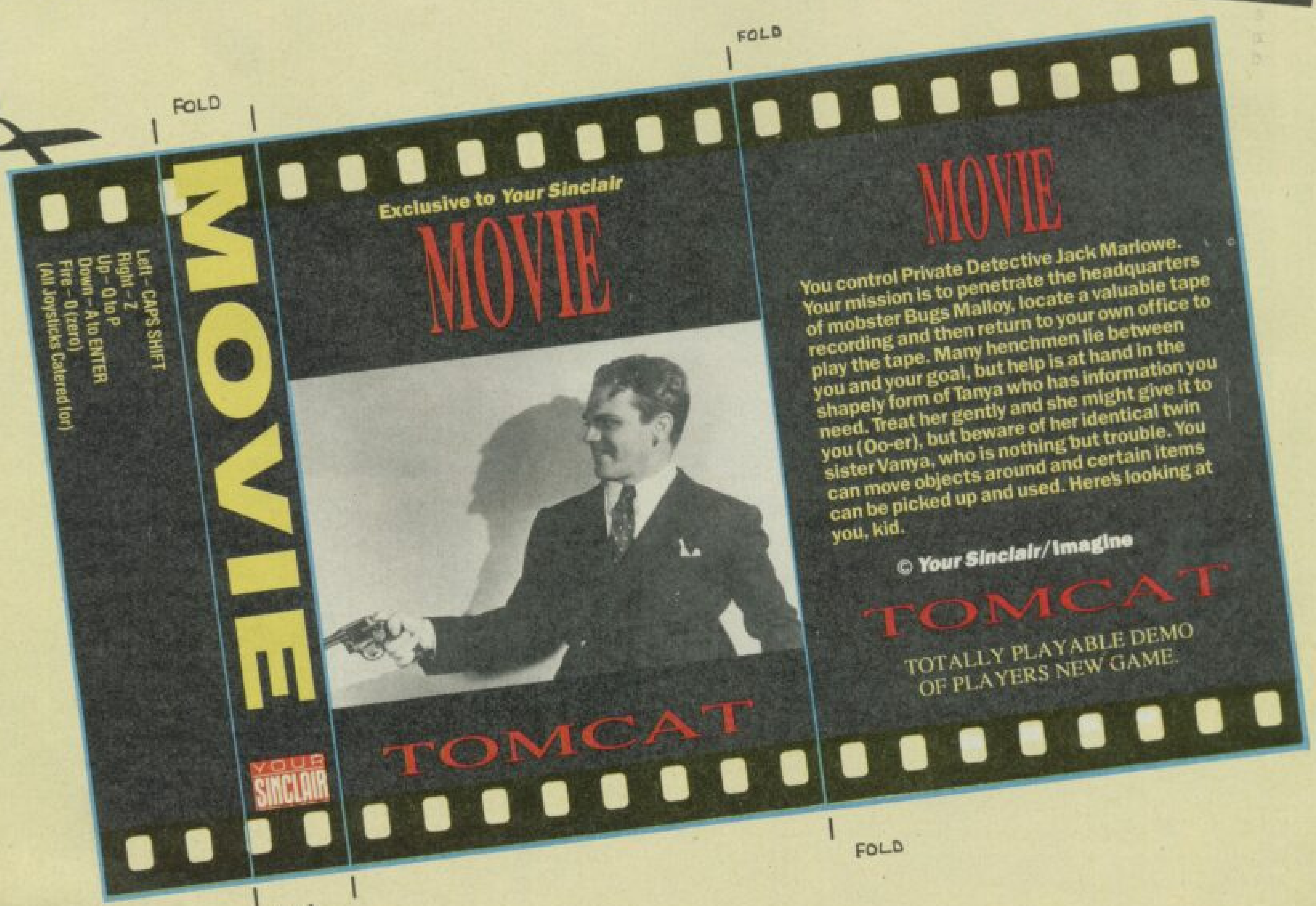


MOVIE

FROM THE YS STUDIOS...

We've built up a reputation of giving you the most brilliant cover games on the entire planet. Well, we're not going to let you down this month either - oh no. We've got a full price blast from the past that could easily be sold at full whack today. It's called *MOVIE*, it's from Imagine, and it's guaranteed to keep you glued to your keyboards for weeks (at the very least). When it originally came out we gave it a megagame. And that's not all - not by a long chalk - by way of a bonus we're also giving you a chance to have a sneak preview of Players brillo *TOMCAT* In fact it's more than a sneak preview - it's a completely playable demo. Gadzooks!





MOVIE

Your Sinclair proudly presents a *YS*/Imagine motion picture... *Movie. Movie* is set in New York in the thirties. Private Detective Jack Marlowe (that's you, matey) has a dangerous assignment ahead — to penetrate the headquarters of mobster Bugs Malloy, locate a valuable tape-recording and return to his office to play the message.

The gang leader's inner sanctum (Oo-er) is impossible to find without help, and the nearer you approach, the more of his henchmen will appear and block your path.

In this hostile environment you'll need a friend, one who will lead you to your goal — and lucky for you you've got one. She's called Tanya, and when you find her your troubles may well be over — unless you mistakenly meet up with her identical but evil sister Vanya, who works for Bugs. Vanya is not so helpful — in fact she'll lead you round in circles with the sole aim of helping you pop your cork.

Various items (guns, bombs and bottles) will be found on your way, and you can pick them up and use them.

It's even possible to speak to the other characters in the game by means of an interactive 'speech bubble' method. Type in your greetings or questions or whatever and you may receive valuable information in return.

Tanya knows a password that'll allow you into Bugs's office, by the way. So if you're going to bump off Vanya, erm, make sure it's actually her!

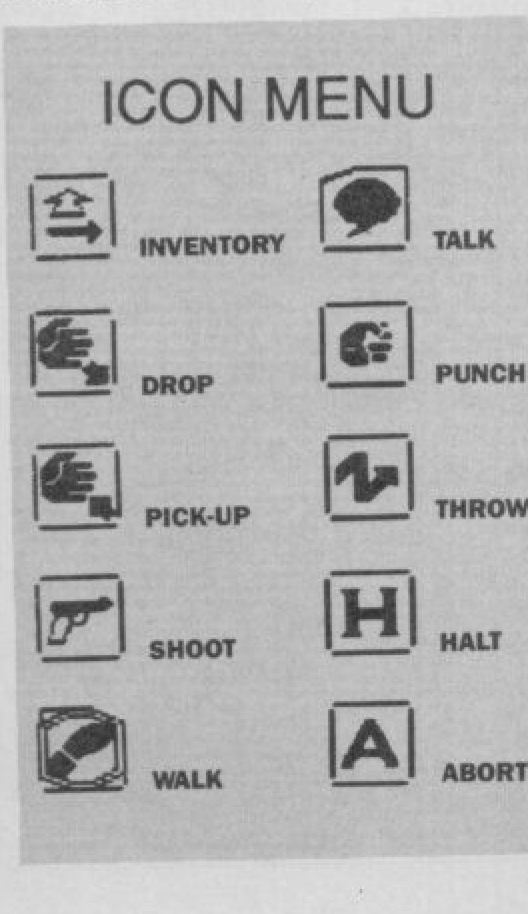
Status, Scoring And Icon Menu

On-screen scoring shows the number of rooms you've traversed as a percentage of the total and an overall score dependant on accomplished tasks.

At the bottom of the screen is the icon menu which allows you to move between modes and chooses the action which you wish to pursue. Also shown, above the icon menu, is your inventory (the items you're carrying, clotto). To move to the icon menu simply press fire and move the icon cursor over the required mode and then press fire again. To halt the game move over the 'H' icon and press fire. Pressing fire a second time un-halts.

To abort, move to the 'A' icon and press fire twice.

To use an item you are carrying select the Inventory icon — you can then use the inventory arrow to the item you wish to use.



Controls

You can use either keyboard or joystick (keyboard controls aren't re-definable, but they're quite user friendly once you're used to them). Press 'O' to bring up the options screen. Pressing 'C' changes the option, and ENTER selects it.

The IQ option is quite handy — with IQ on, your character automatically moves around immovable objects. If it's off he, er, doesn't.

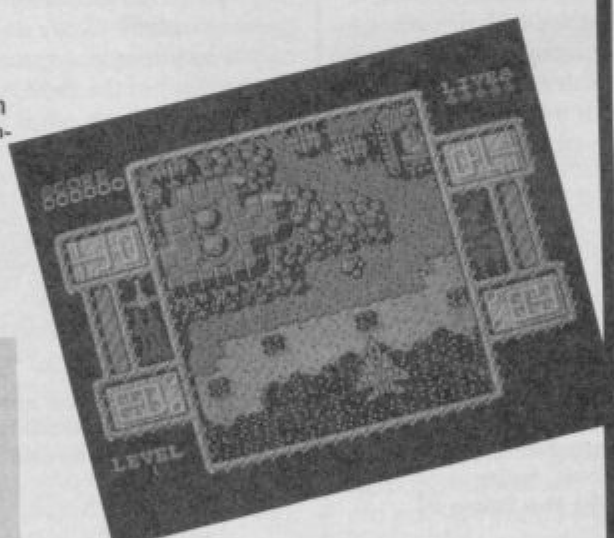
The directional/rotational option is quite handy too. In directional mode your chap will follow the joystick orientation, where as in rotational mode left and right will rotate him on the spot and up/down will move him forwards. Horses for courses.

Hints And Tips

- Mapping the game as you go isn't a bad idea.
- If Tanya makes a request (like "Get me a whisky") it's a good idea to comply, or she might decide not to be so helpful. (Find the bottle and drop it in the room she's occupying).
- You must devise ways of overcoming the 'traps' in the game — for instance, you can reach a bag hidden on top of a wardrobe by knocking it down with some other object you're carrying. If all else fails try bribery. You never know — it might work.

TOMCAT

Okay hep-cats, fur collared flying jackets on and into the cockpit of your F14 Tomcat and wha-hayyy you're away up into the wild blue yonder ready to reek (smelly!) your way across the sky in a desperate duel of air to air, air to sea and air to ground combat. Desperately dogfight your way across the skies in an all-out attempt to reach the end



of the run against the onslaught of tanks, gun boats and the groundfire of ack-ack. But is that it? By Biggles floppy flying scarf, no! Having despatched this little lot there's still the prospect of murderous mechanised monsters intent on doing max damage to your war-torn Tomcat. This feline fight feast will test you to the limit in one of todays most famous fighter planes, progressively armed to meet the escalating needs of battle! And once more *Your Sinclair* brings the high octane thrills to your trusty Speccy. Got those flying goggles ready? Good, all together now with the F14 Tomcat pilot's song "Tomcat, la la la la-la, Tomcat he's the indisputable leader of the gang..."

Oh, all joysticks are catered for, and the keyboard's redefinable! And a final word to all you brave sky-jockeys — don't miss the Chrissie bonus on the tape that takes you sky high...

Letters



WRITE TO THE ED, *YS*, 14 RATHBONE PLACE, LONDON W1P 1DE

Star letter winners receive three games! All letters win a **YS** *badge.*

PROBLEMS POKING

I was eagerly awaiting the October issue of YS because of part IV of Smash Tips. The one on *Short Circuit* was great — it helped me cheat my way through to the end of the game, but I tried the hack on *Super Robin Hood* and it doesn't work. The lines do MERGE into the program, but the screen doesn't load up — am I doing something wrong? I have a +3, type the lines in 48K mode then MERGE "" then play the tape — the screen stays black and when I run it, it just gives me a listing of the program with the lines MERGEd in. Can you help?

Also, what's with *Dustin*? He won't fight guards or other prisoners — he walks right through them. Firing or selecting objects brings absolutely no response. He just walks about and does nothing. Is it the tape or is it me?

(Mrs) C. Edgar
Ousden, Newmarket

I'm afraid it's you on both counts. Put Super Robin Hood in your cassette player, type MERGE"" and play the tape. Within a few seconds you will see a bit of basic pop on the screen. STOP THE TAPE. Now type in the POKE lines, press RUN and ENTER and start the tape again. As regards Dustin, have a look in Frontlines in issue 35. How about that for ESP. **Ed**

THEY'RE COMING TO TAKE YOU AWAY

Darling T'zer, I'll bet you're a right one (ouch). Anyway, back to business. Can you please help a poor unfortunate soul? (Well, a 32-year-old one who cannot for the life of him come to grips with one of his daughter's Spectrum games). Do you know where I can get my hands on a map of *Sabrewulf*? I'm afraid it's taking over my life. I'm even growing orchids and breeding demons in my cellar. My wife is threatening me with divorce proceedings due to my addiction and my children can't remember my name as they never see me until it's their bedtime when I have to vacate their bedroom to let them sleep.

I am writing this letter at work as I cannot waste any time at home due to my chronic problem. I must have a copy of a map before I am carted away to the funny farm. I can't complete more than 65% of the game and it's driving me crazy. You are my last hope. Can you please, please, please supply my missing link, or tell me where I can obtain one?

Mike Rhind
Kincorth, Aberdeen

Oh dear, you have got a bit of a problem haven't you? And it looks as if the men in white coats are going to be knocking at your door any day now — owing to the fact that I can't find the map you need anywhere, nor do I know where you can get one. Have you tried mapping the game yourself? I'd say it's the only way you're going to keep yourself out of the Fruit And Nut Factory, or maybe other readers could help — how about it? **Ed**

THE WONDERFUL WORLD OF THE SPECCY

Every month we invite readers from around the planet to write in about anything they happen to have on their minds. A couple of slightly bemused minds this month, in fact. (And no, we don't make them up).

I am Polish boy.
Please send catalogue Your 64.
Wish to score a success.
Thank you very moch
Lukasz Lysak
Ustka, Poland

Er, wish to score a success too. Erm.... **Ed**

Dear Sir! Please send me the catalogue and emblems which are my a hobby. I am school boy. Had 15 years. Thank you for this courtesy.
Jaroslaw Ostrowski
Hajnowka, Bialostockie, Poland

Um I think nothing of it. Errm.... **Ed**

DOODLEBUGS

Getcha black pens out, yer black pens out, getcha black pens out, and shake them all about. Yes siree, it's Doodlebug time again. Doesn't time fly when you're having fun. Don't forget — it's a free game for any doodles printed (plus, more importantly the fame of appearing in YS) so send them now to Doodlebugs, 14 Rathbone Place, London W1P 1DE.



First up we have an offering from Frans Van Egmond, of Katwijk in Holland. He's also enclosed a translation, which he helpfully suggests we could put in the text balloons. It goes like this:
Man: May I have a kilobyte please?
Shopkeeper: Certainly sir, may it be a bit more?
Um. It seems to have lost something in the translation though. Ah well.
Secondly, from Andy Wright of Chesterfield in Derbyshire we have a skit which luckily doesn't need translating. As Andy says, it's a 'doodle of the latest blockbuster to hit the silver screen.' Nice one Andy.



Letters

SPANISH KEY CAPERS

May I, Howard Richardson, be the 29,000,032nd person to point out the bug in *Dustin*? It goes like this:

As *Dustin* was originally a Spanish game by Dinamic, I fear that the translators missed out a vital point. After the game has ended you get asked 'Another Game?' (Y/N). However, even attacking the 'Y' key with a rolled-up copy of *YS* proved fruitless, this being that the 'S' button was the right one. Because it was originally a Spanish game, S for Si (Spanish for yes) has been programmed in and hadn't been changed to a Y during translation. Got that? Good.

Howard 'The Aardvark' Richardson
Dereham, Norfolk

Si, si, ya lo sabemos, sabelotodo. **Ed**

THE FLYING KIWI

We folk down in Kiwiland noticed that in the September *YS* you printed the 'top five *Neighbours* catchphrases' — favourite lines from that barbequeued Aussie soap. Well, you got the catchphrases right, but dear oh dear — who cut out the wrong piccie from the TV guide? The guy on the left (Peter O'Brien) is from the series, but his partner in the photos is in fact a Kiwi (*funny — she looks like a human to me. Ed*) called Rebecca Gibney who has never appeared in *Neighbours*. However, these two actors do appear together in another soap — *The Flying Doctors* (the highest rating programme in NZ apart from the news). So, guys and girls — you printed the wrong photo.

James Croot
Maori Hill, Dunedin, NZ

But you've got to admit, she looks more like Kylie Minogue than Kylie Minogue herself. Still, here's a picture of the real Kylie, if it makes you feel any better (which it probably won't). **Ed**



YOU CANNOT BE SIRIUS

On issue 30 you gave away a free game called *People From Sirius*. The game was great and very addictive, but there was one thing wrong with it: the name. Sirius just happens to be a blue-hot star, and therefore I find it very hard to believe that people would live there.

Yotum Ben-Ami
Madrid, Spain

Well, Madrid is pretty hot too, and I find it hard to believe that anyone could live there — but they obviously do. So don't jump to conclusions. **Ed**

THINK OF A NUMBER

Your correspondent Roger King (*YS* November) refers to 'half of an infinite number of monkeys', 'half of an infinite number of typewriters' and 'twice as long as infinity'.

Might I be permitted to point out that infinity divided or multiplied by any finite number gives infinity, since infinity — by definition not finite — cannot be regarded as obeying the normal rules of finite arithmetic. Terminology in the vein of 'half of infinity' is therefore misleading, since half of infinity is equal to infinity itself.

G.W. Johnston
Comber, Co. Down

Fair enough — pretty watertight — but you seem to have overlooked Hawking's Cyclic Retraction Theory, in which infinity can be segmented and reallocated to multi-dimensional space. **Ed**

KWAH FNURF

I'll get straight to the point. What the hell does 'fnar' mean? Before you tell me, I have tried, by picking up slender pieces of evidence here and there, to give my own possible definitions:
(1)Fnar means 'Oo-er', that last word has a bit of a double meaning, doesn't it now?'
(2) Fnar means 'chortle, chortle, guffaw etc'. i.e. is a stifled giggle/laugh reserved for jokes with a certain degree of crudity.
(3) Fnar means 'that's got possibilities for being incredibly rude, that last phrase, hasn't it?'

Anyway, which is right, or are they all completely wrong?

Tom Soper
Marston, Oxford

Well, you've certainly put your finger on it (fnar), but I'd better go now, because I don't want to hold you any longer (kwak). **Ed**

A LEVEL HEAD

I am an 'A' level English Language student, and for my project I have decided to compare the use of English in various magazines. I am particularly interested in the style of *YS* writers, i.e. what audience they are aiming at, to what extent words are deliberately misspelt and whether writers are encouraged to invent new words (e.g. 'plattie' for platform games etc)? In terms of respectability and seriousness, how do you compare yourselves with your rivals? Also do you ever feel the necessity to follow the trends of other magazines (not only rivals, but popular music mags etc).

Richard Loyle
Formby, Liverpool

Wot are you talking about, we never delliberatly misspell words, and as for inventing phrases, well, you must be a bit slippy in the head. On the 'following trends' front, well there's nothing wrong with a healthy interchange of ideas (everywhere does it in all walks of life, it's called progress) — but we like to think we're the leaders rather than the sheep. **Ed**



TRAINSPOTTER AWARD

IN A FLAP

While I was looking through the mega-ace letters pages in the November issue of *YS*, I noticed a mistake in the Kindly Leave The Stage section, as follows...
Q: What do you call a fly with no legs?
A: A walk.
Of course this is completely wrong because a fly with no legs can't walk. I think you meant to say this:
Q: What do you call a fly with no wings?
A: A walk
Now. Send me a trainspotter award pronto.

Alan Higginson
Arksey, Doncaster

The person responsible has been fly-papered to a can of insect repellent — and a trainspotter award will be 'winging' its way to you in due course. **Ed**

DOT DOT DASH DASH

Message start.
Have spotted cock up in Street Life (November issue) STOP Appeared in comics chart STOP *Hellblazer* at no. 4 only came out last year, so how comes it is on its 115th issue when comic is monthly STOP *V for Vendetta* at no. 3 has just come out — it is a 10 part maxi series, so where did part 44 spring from STOP Comic Odessy at no. 2 is also a mini series — it only has 4 issues, so where did no. 13 materialise from STOP *Swamp Thing* at no. 5 has only reached into its 80's — so where did issue 796 grow from STOP Will expect trainspotter award soon STOP Mesage end

Khalid Jamil
Dollis Hill, London

Issue numbers gone haywire STOP Pay no attention STOP Buy comics and look on the covers for further details STOP Trainspotter award in the post STOP Believe that and you'll swallow anything STOP. **Ed**

DO NOT DESPISE THE DRAGON

Being a bit of a ninja myself I instantly spotted the mistake on page 67 (issue 33). My favourite weapon, the shuriken, is spelt two different ways — shuriken and shiruken. Get your act together geeks, or you'll get a 'choko suki' in the mouth

Ronnie Sweeney
Longmorn, Elgin

Just try it and I'll deliver you an Uku Dashi (a 'throw-out') quicker than you can say Emperor Hirohito. We'll try to get a trainspotter off to you — if we can get it past the Samurai warriors at the end of Rathbone Place. **Ed**

NUMBER CRUNCHER

I am claiming a trainspotter award because my incredibly keen eye (hint hint) has spotted one of your rare mistakes (nudge nudge). In part two of Smash Tips, page 31, the 1942 multiface POKE is completely and utterly wrong apart from the 0 at the end (fnar). You put 47007,0 when what it really is is 52472,0. So everybody cross it out and put in mine. Okay?

Ben Dickson
Wotton-under-Edge, Gloucestershire

If everyone does as you say, then you realise you will actually think so — so you can't have a trainspotter award. **Ed**

Letters

NARKY NARKY

Okay you lot — this time I'm really narked. The October cover (bleeeeugh though it was) was of *Double Dragon*. It's on the cover so it must be the most important thing in the magazine. Yup, there it is, mega-previewed on pages 22 and 23 — purple paper, big captions, screenshots, special tip-boxes and arcade comment. WHY???

'The atmosphere of the graphics from the coin-op has switched well from the big machine to the Spectrum' writes 'Ronald' MacDonald. The graphics are useless! They make the sprites in the original *Renegade* conversion look like they're from an Amiga. If *D.D.* is so great and deserves all this space then why oh why did you put the inlay for *Dustin* on page 21 so we have to mutilate the preview of this 'amazing' game? As for the cover — you deserve all the complaints you get — it is disgusting.

Despite all this, you're still the best magazine known to weirdos like me.

Richard Bennett
Welwyn Garden City, Herts

PS. Dear Claire Terry (Small Print, March), Dweezil Zappa is Frank Zappa's son. His daughter is called Moon Unit. Tis true.

What Duncan said was 'the atmosphere of the graphics has switched well..' — we all have to lose colour and a certain amount of detail in a conversion from such a powerful machine. Okay, so you don't think the graphics look as good as in Renegade, but don't forget we're talking about a preview, not a review: which means the game hadn't been totally completed. And don't forget also, it's gameplay that packs the final punch — so hold tight and wait for the review — you might be wrong. **Ed**

SWEET AS SUGAR

I am 15 years old and I own an Amstrad CPC 464. Although I own an Amstrad I buy *Your Sinclair* because I think it's fantastic — great reviews, great tip-shop, great adventure section and brilliant compos. Just thought I'd let you know.

Shane Hingerton
Westport, Co. Mayo

Shame your impeccable reading taste isn't matched by your choice of computer really, innit? **Ed.**

SMALL PRINT

The *Operation Wolf* machine is so big I can't even see the Uzi, let alone fire it!

The Psychotic Skateboarder
Rhyl, Clwyd

With a nickname like that, it's probably a good thing. **Ed**

I'm sorry for the bad writing, but I'm not so good in English, but I'm sure you can't speak a word in Greece.

George 'Vauxhall' Kavalieros
Rhodes, Greece

I don't know about that — cover me in lard and I'll chirp away for hours. **Ed**

Sorry about the grease stains and bad writing, but I was eating a bacon sarnie at the time and was also in a hurry.

Richard Sheppard
Winchmore Hill, London

You dropped some ketchup in the envelope as well. **Ed**

What colour are your eyes? I'll have to dye mine if they don't match.

Chris Pieri
Sheppey, Kent

Purple with green spots. Send me a photo. **Ed**

Me say 'Buzz off T'zer'

J Dunham
Cascais, Portugal

Bzzzzzzzzzzzzzzzz. **Ed**

My name's Adrian and my mum's a blue whale.

Ade
Brighton, Sussex

Anything you say . . . **Ed**

THE SOUND OF MUSIC

Please could you tell me where I could get some more information about the sound capabilities of the Spectrum +2. Are there any books about it? And if so where can I get them?

Sean Groat
Kirkwell, Orkney

I don't know of any books specifically about the +2 sound capabilities, but there are quite a few about the machine in general — and they should all carry at least a chapter on the subject of music. Your best bet is to shop around in a bookshop with a good computer section. **Ed**

SPOOK

I am sadly saying goodbye to your mag for a whole year. This event was sadly unavoidable, and I am very sorry. I will miss your free games, your wit and your charm. I just thought I would inform you of my impending departure.

Stephen Proctor
Bilbrook, Wolverhampton

Crikey. What on earth's happening? Are you going away 'at her majesty's pleasure', leaving the country or what?? You could have been a bit more forthcoming — I might not be able to get to sleep tonight! **Ed**

STAND BY ME

Whilst wandering about the PC show I happened to stumble across a jolly looking bunch bopping away behind a counter. Strange, methinks, how anyone can be so cheerful in the hot and humid atmosphere of Earls Court with thousands of screaming kids scrambling for freebies.

As the dust died down slightly my eyes fixed upon a large red sign, *Your Sinclair* of course. Who else could keep up their spirits in such a hostile surrounding. Take a look at the enclosed piccie. See what I mean? Mind you, the pig doesn't look too chuffed, does he.

Mark Edgington
Bridgnorth, Shropshire

Neither would you if you'd just been creamed in the boat-race by Pete Shaw! **Ed**



COME ON DOWN...

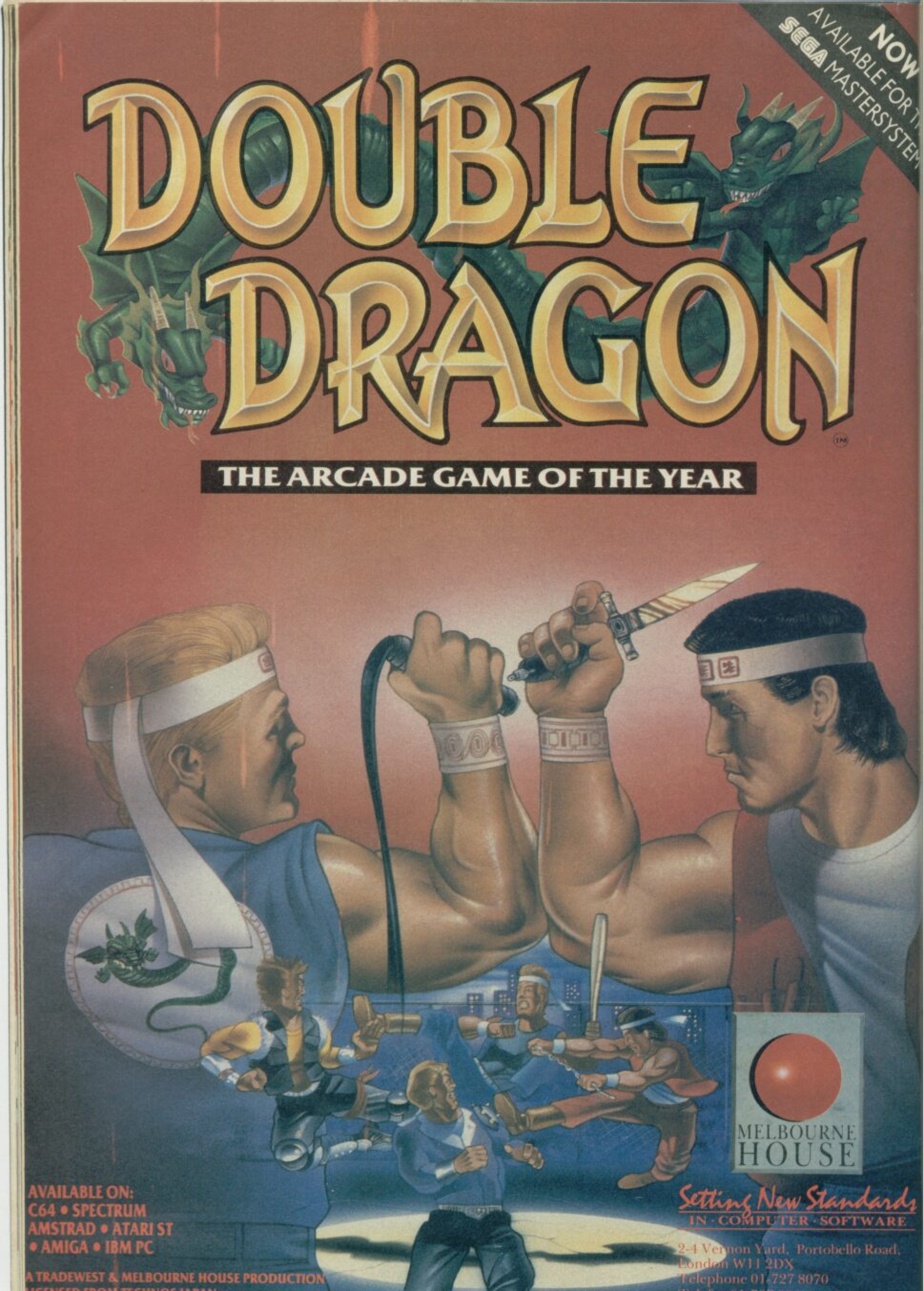
Every month we ask you (or we're going to from this month, anyway) to write in and tell us about your favourite quiz show host. To get you in the mood, we're going to start the ball rolling with Derek Hobson, currently hosting the afternoon show *That's My Dog*:



Hello, my name's Derek Hobson, and welcome to That's My Dog — the canine quiz show with a bark as good as its bite (applause, laughter), no no, please, please. Anyway, without further ado I'll 'lead' you to today's contestants (laughter, applause), no no, please, please. And here they are, the two lucky dogs whose owners stand to win today's jackpot of eight pounds (applause), yes EIGHT pounds (more applause). Over here we have Corky, the Bull Terrier, and he's brought with him the Vague family from Dorking — test your buzzer please, Mrs Vague and over here we have Patch, a hotch-potch of various unknown breeds — and Patch has brought his owners, the Coma family from Bedford. Test your buzzer please, Mrs Coma. No, not the glass of water. And now let me introduce Louise Burton, our lovely 'Kennel Maid' (loads of applause and laughter). No no, please please. Anyway — let's start the questions. What do you call a dog's 'foot'? . . . No? . . . No? . . . Oh well, it's called a 'paw'. Righto, let's try another. What does a dog do with its tail when it's very excited? No? . . . No takers? Oh well, the answer is 'wag'. It 'wags' its tail. Oh dear, it's time for the advert break, but we'll be back in two minutes. Don't go away . . . Staaayyyy (laughter and applause followed by the sound of a nation's TV sets being switched off). Derek Hobson has also hosted *New Faces* and a chat show called *Hobson's Choice*.

Send in your fave rave to The Host With The Least, Your Sinclair, 14 Rathbone Place, London W1P 1DE.


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WORRA JOYSTICK!

NARMEAN!

A Sony Discman D40, a Sony Sport Ghetto Blaster, a Sony Sports Walkman and nine Powerplay Crystal Joysticks must be won!

Joysticks. Aaaah, what would life be like without them eh? Sheer hell, that's what. Especially when there's no re-define key option on that brilliant new game you've just purchased and it seems to have been written by someone who obviously picks their keys in the same manner as they would 'pin the tail on the donkey' — blindfolded.

Joysticks were around long before computer games were invented though by jove, long long before. Aviators (people who fly planes) used to have one that stuck between their legs so they could keep up . . . in the air! They also used them for steering and landing. Still, no aircraft joystick can match up to the beauty of the Powerplay Crystal Joystick.

Rules

- Employees of Dennis and Powerplay are not allowed to enter this. Anyone caught will have their legs removed with a jig-saw.
- Closing date is 31st January 1989. Any entries received after that will, er, have their legs removed with a jig-saw.
- T'zer's decision is final. Anyone who quibbles will have their, erm . . .

WIN A LOT!

Yes, and guess what? (*It's time for the 'link' into what we can win?? — 8 billion* YS *viewers*). Yes, that's right Powerplay is offering nine of these beautifully crafted sticks along with some other pretty wicked goodies. Just have a gander at this prize list:

First prize is a fabby Sony Discman. The superior quality of Compact Disc in a portable unit — basically it's 'total sound on the move'. With the Discman, you'll also get a Powerplay Crystal Joystick, bringing the total value of the package up to over £245!

Second prize is a Sony Sport Ghetto Blaster with enough wattage to not only blast your ghetto (should you live in one), but to utterly decimate it. Oh, you'll also get a Crystal Joystick. Total value? Over £100 chum!

Third up wins a Sony Sports Walkman, which will enable you to 'buzz' and 'hiss' on public transport. Oh, and you'll also get the joystick. Overall worth is getting on for £70. Cor!

And the runners up don't go away empty handed either. Six of you will each get a Crystal Standard Joystick to wibble to your hearts' content.

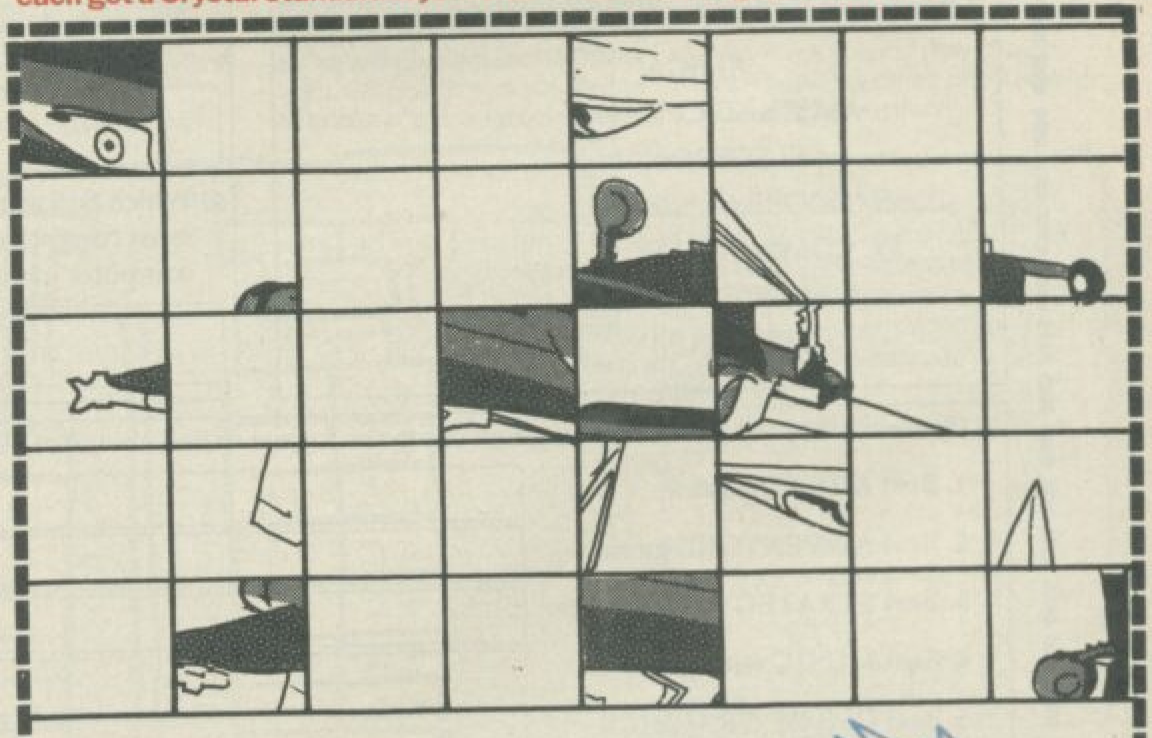
Phew. And we expect you'll want to know how you can get in on the action. Well, first you'll have to read on . . .

WHAT YOU DO!

If you peruse the page very carefully you might just notice a picture which has been cut up into lots of bits and shuffled around. Yes, that's right, it's jigsaw time (yee-hah).

First of all, it might be an idea to glue the page onto thin card for stability purposes. Then cut *carefully* around the outlines and you'll be ready to go. You have to re-arrange the pieces to construct the orig . . . hold on a minute — we're actually telling you how to complete a jigsaw?? Blimey.

Anyway, complete the jigsaw (a clue — it's a piccie of an aeroplane) and then identify it. Bung your answer on the coupon, the coupon on a postcard and send the whole lot off to Blimey, What A Palaver — I'd Better Win Something After Going Through All That Compo, *YS* Compos, PO Box 1509, Enfield, Middlesex, EN1 1LQ Entries have to be in by 31st January 1989, though, so don't dilly dally!



It's as plane as the nose on my face that I've got this one right . . .

The jigsaw when assembled miraculously becomes an aeroplane, and I know what type of aeroplane it actually is. It's a/an

..

Name..

Address..

..

YS COMPO

VOTE FOR THE BEST IN 1988

Computer Leisure Awards

For the first time ever, you will be able to join with the readers of many other British magazines to decide who and what was best in 1988. Awards will be made to software producers resulting from your voting through, this, your own magazine, for what you considered to be the best games you have played on your computer during the past year.

Many other magazines are carrying this voting form. It means the results will truly be democratic, and therefore really mean a lot to those who receive them.

The votes will be collated by an independent company, to whom you should post your voting form, and the awards will be presented at the Computer Leisure Industry's 'get together' — Computer Arena — in March 1989.

So, simply fill-in the voting form below, cut it out (or photocopy it) and send it to:

GAMES OF THE YEAR
MICHAEL BAXTER
SOLUTIONS PR
2 WELLINGTONIA COURT
VARNDEAN ROAD
BRIGHTON BN1 6TD

ALL VOTES MUST BE IN BY FEBRUARY 24th

COMPUTER LEISURE AWARDS 1988 VOTING FORM

1) Please tick the computer format you are voting for:

- AMIGA ☐
- AMSTRAD CPC ☐
- ELECTRON ☐
- COMMODORE 64/128 ☐
- PC COMPATIBLES ☐
- ATARI ST ☐
- SPECTRUM ☐

3) Please state what you consider to be the **BEST GAME OVERALL** of 1988:

4) Which Software House do you choose as being the most consistent in producing high quality computer games during 1988:

2) Please name your choice of best game (from the format ticked above) of 1988:

1. **Best ARCADE game**
2. **Best ADVENTURE game**
3. **Best STRATEGY/WAR game**
4. **Best MUSIC with game**
5. **Best USE OF GRAPHICS**

Name ....

Address ....

....

.... **Postcode** ....

HINTS 'N' TIPS

YS TIPSHOP



With a jolly ho ho ho, he steers his red rounded belly down your chimney . . . yes it's Snouty Clause, Phil South, with a festive collection of all your hints and tips.

Hey Clive, what's the jive? Don't gimme that baloney, I want what's going down, clown. Dad, you're toooooo bad! Ow yeah! Gimme some skin, sucker. Aaaooowww! I'm outasight and thass alright. Ow yeah! Ahem . . . sorry about that. You caught me getting down, there. It's not a problem, I can handle it. So what if I get down? So what if I eat soul food and listen to superbad records? I can take it. I could stop getting down anytime I want to. I've just got a cold, that's all. (Sniff).

Anyway, enough already, a joke's a joke. How are you my little chippings? Good. I hope you got lots of stuff for your Uncle Snouty Claus. (Ho ho ho). It's that end of year feeling. Everyone has a little tear in their eyes, and gives each other presents. Marcus gave me a bottle of champers and a hamper. Teresa gave us two the sack (again?), and I gave everyone my apologies 'cos I accidentally ate their presents on the bus. Still, it's the thought that counts, innit?

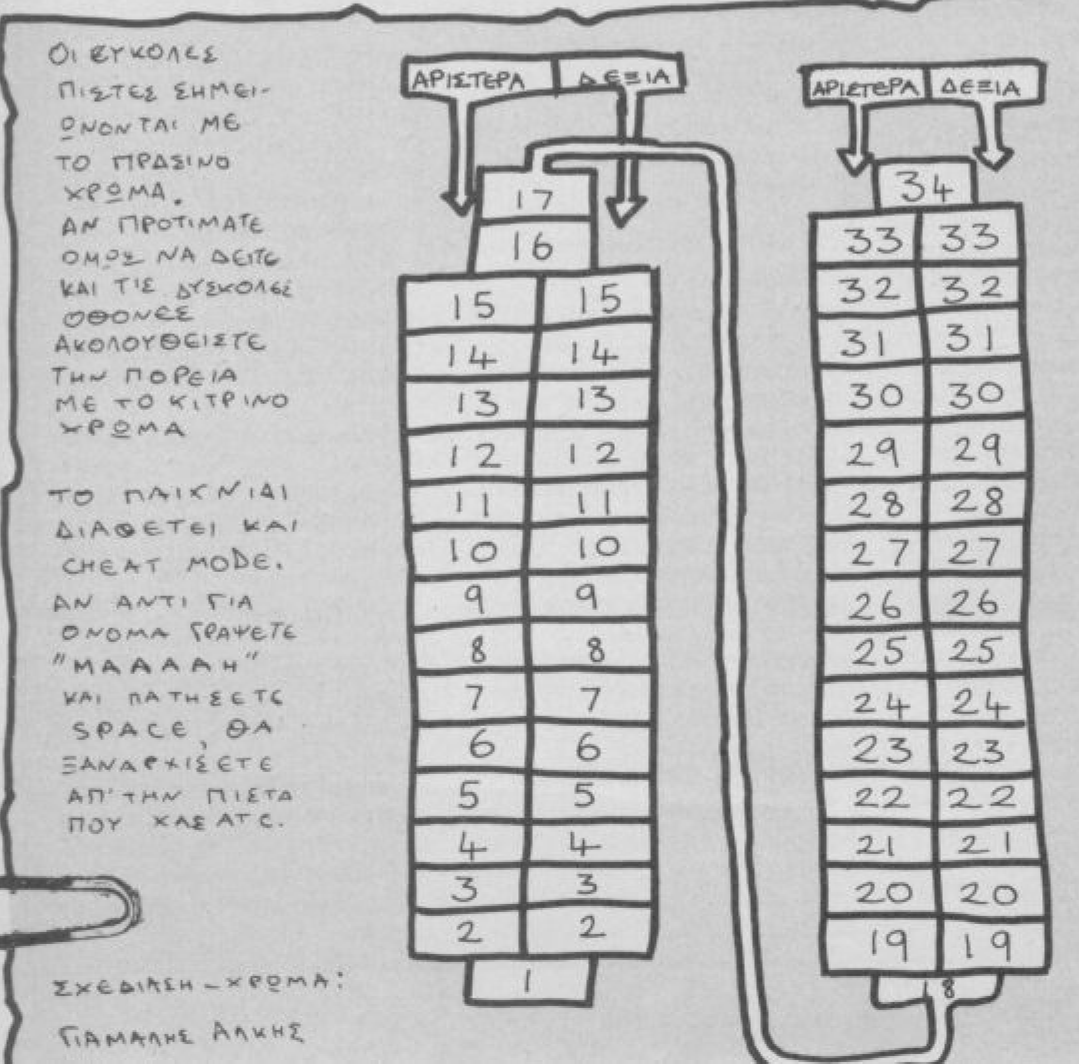
Loadsastuff to wedge through today, so let's beat it . . . Aaaoooowwww! Sorry.

Where Time Stood Still

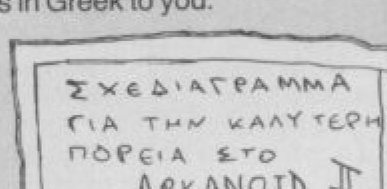
Yes, yes, I know I did this one last time, but this is different. This time it's the tail end of the story, the way to complete the game. The tips for this come from **Iain Rimmer, Matthew Brackett, Neil Goodson, Marc Holliday, Chris Pieri,** and **Gary Holcombe.** Let's start from the bit you already know, shall we?

"Get the bag and all the other objects from around the aircraft. Head towards the bridge. When the fat bloke Clive falls down the hole in the bridge, get him out with the rope. Now head towards the swamp. Find the right path and don't stop walking or you'll sink (see last issue). When you're safely across go to the tribal village, and you'll meet the head tribesman. He'll give you some grub and ask for something in return. Make sure you give him Gloria's stocking as he will give you some roast ham. Go South and you come to another plane wreck. Get the ammo and dynamite. Go North. Just in front of the tribe is a slope, go up until you reach a hole in the wall, where you'll see a claw going in and out. Don't run past it! It'll grab you and kill you. Drop the ham in front of it. It will grab the ham, and you can get past (you can jump off the waterfall here and sail down the river, but be careful to get out before you go over the second waterfall). When you reach the top watch out for the dinosaur. The villagers are nasty and will throw their spears at you. You can use the dynamite to blow up the hostile village, but you should be able to finish without. There is a small temple here where you can get a small rotating ball. But watch it in here, as it saps your strength. Near the temple is another cliff. Now go Down, watching out for the turtles, until you find another slope. When you get halfway up (be careful to stay to the left to avoid rockfalls) turn Left, then turn Right at the rockface. You will come to another slope. Go Up and you'll find two rocks together. Now you can either squeeze between them, or use the dynamite if you're in a hurry (don't forget to drop the dynamite, either). Turn Left and avoid the little dinosaurs on your way. You should find a cave. Enter it and you get the message of congratulations: Well Done (name of character) You are on your way home. Your ordeal lasted three days. Pity about (names of other characters) You have been 70% successful."

Well thank you my little chums, and I hope the dinos didn't nibble your bottys too much.



Yes, it's that old saying, that 'making Doh is a piece of cake'. Well, this Doh is a piece of cake an'all. And thanx to our friend from Greece, slippery old **Alkiviades Yamalis,** we can now find out which levels are which and where. And whatever 'cheers ears' is in Greek to you.



Revenge of Doh

Ο ΧΑΡΤΗΣ ΕΓΙΝΕ ΣΤΗΝ ΕΚΔΟΣΗ ΤΟΥ ΠΑΙΧΝΙΔΙΟΥ ΓΙΑ SPECTRUM 48K ΟΠΟΥ ΟΙ ΟΘΟΝΕΣ ΔΕΝ ΑΝΑΚΑΤΕΥΟΝΤΑΙ ΚΑΙ ΕΜΦΑΝΙΖΟΝΤΑΙ ΠΑΝΤΑ ΜΕ ΚΑΘΟΡΙΣΜΕΝΗ ΣΕΙΡΑ.

DR. BERKMANN'S CLINIC

Fore! Now, where was I last month, I'm sure you're asking *(No. Ed).* Well, even hard-working docs like me need a break now and then (three-iron, please, caddie) and last month was in fact my annual holiday to my little villa in the south of France, or Castle Berkmann, as we like to call it.

But duty calls sooner or later, or was it my bank manager? I don't remember. Anyway, here I am, back again to answer your queries on the ins and outs of Spectrumming, so bring in the first patient, nurse.

NEBULUS

Aha, if it's not my old pizza-noshing chum **Giovanni Lopes Pegna,** from Florence (or Firenze, as we flash gits like to call it). What can I do for you, Gio? Quatro stagione with extra cheese? Ha ha ha ha.

"No, I want to help Ben Wright, who can't get off the first platform of level 3 of *Nebulus.*"

Good egg, carry on.

"First you must go left, shoot the ball and wait for the wheel. When it's about to hit you, go through the door; on the other side of the tower get the lift up, then go right and wait for the wheel. That will knock you down to the platform just below. Shoot the ball and go right: the last block will disappear and you will fall onto the first platform. Now you can get the lift up . . . That's all."

Is it? Sounds a little tricky to me, but there you are. Happens all the time in the surgery. Sewing the chap up and you suddenly realise you've left something important inside him, like the anaesthetist or something. Awfully difficult to explain to the nearest and dearest, I can tell you.

HELICHOPPER

Odd letter here from **Ka-Shing Man,** who seems to come from Bushey (shouldn't that be Boo-shee?). Anyway, Ka, as we will call the blighter, has an answer to **John Quinn's** low moan for assistance on *Helichopper.* **"You, here are those passwords. Show, Forever, Restart, Clear."** Ta, Ka, and there'll be a badge winging its way to you in about a femtosecond, or perhaps two . . .

"Hoi!" What? **"I've got a problem too, you know."** You do? Yes, very nasty. I know this excellent specialist who will . . . **"Shut up. I mean a gamesnag. And it's this: How do you get the honey pot in *Herbert's Dummy Run?*"** Good question, old chum. Any ideas, gamesters?

ELITE

Remember **Neil Ayres'** letter in the October ish complaining about the Smash Tips POKE for the 48K version of ***Elite?*** Try as he might, the poor pumpkin couldn't get it to work. It looked all right from this end, and he was sure he'd typed it in correctly. Something of an enigma . . .

But another letter from Neil has revealed all. **"I have solved *The Great Elite Mystery.*"** Yes yes yes, get on with it. **"What has happened is very strange, so sit down. Are you sitting comfortably?"** Yes yes yes. **"Firstly I own a 48K Spectrum. So I got the 1984 48K version of *Elite,* typed in the POKE for the 128K version, and — goldurn it — it worked!"** Ah. So we got them the wrong way round. Thanks, Neil. I assure you that someone will suffer for this — who's nearest? (SCRUNCH!)

PLAY IT AGAIN SAM

Poor old **Gary Angus** had been trying to get out of the office in this old Microsphere smash for months, but here's the 'Lone Ranger', in the form of old Clinician **Chris Delahunty.**

"Just climb through the window, then go east, hail a cab, and type Follow That Car."

Seems reasonable to me, Gaz, and thanx to Chris (how's *The Great Escape* going?). Chris is also the latest to volunteer as a 'Dr Berkmann's Clinic Official Good Egg,' and will help anyone who sends him an s.a.e. on *Target Renegade, The Dark Side, Cybernoid* and a few others which he declines to mention. **"If I don't have anything on a game, I'll send back a stamp. Funky, eh?"** Too right; cobber. Write to him at 44 St Johns Way, Thetford, Norfolk IP24 3NW. I too have a really cracking solution to *The Dark Side,* courtesy of **DGW Griffith,** so if anyone needs any help . . .

MONTY ON THE RUN

Whoops! A Berkmann booboo, at least if **Gareth Teague** is to be believed. **"Certainly am. Get it right, ya dork! The correct freedom kit for *Monty On The Run* is Jet Pack, Gas Mask, Rope, Torch & Passport — the list in number 32 is wrong!"** That was, well, five months ago, Gaz, what took you so long? **"Had to find out for myself, dint I? By the way, has anyone got a POKE or a cheat for The Duct?"**

THE SACRED ARMOUR OF ANTIRIAD

Help here for **Daniel Wright,** who was a mite stuck on this old Ariolasoft (remember them?) arcade adventure, the one with the ginormous sprites (remember them?). What to do with the particle negator and the implosion mine? **"Tis simple,"** sayeth **Tobias Bardon. "All you have to do is pick them up and take them to the top of the volcano where the generators are. The implosion mine and the particle generator will be activated automatically."** To find the generators, just go directly up from where you found the implosion mine. Awight?

SMASH TIPS CORRECTIONS

A couple here from a bonzer fellow called **Stig,** who wrote me a splendid letter full of tips and things, and most importantly a couple of *errata* (Latin. Smart, huh?) for the 'Smash Tips' supplement. I mean, with such an enormous project, a few boo boos are bound to creep in, and here are the ones Stig has spotted:

JET SET WILLY 2
Line 70 should read as follows:
70 DATA
221, 33, 0, 64, 17, 56, 185, 62, 255, 55, 205, 86, 5, 243, 48, 240

DEVIANTS
Lines 90 and 100 should read as follows:
90 DATA 50,12,193
100 DATA 195,15,153,999
Good Egg, Stigsy!

DUSTIN

Gor lumme, we've only just bunged this on the cover, and everyone's asking for help, Like **David Wicks,** who signs himself **"yours in despair". "How do I get fags, booze etc off people? And how do I barter with the other inmates?"** Enter Stigsy again with his own home-made solution. **"Forget all the stuff like the watch and hammer — they just take up pocket room. Just go to the first guard you see at the start and keep beating him until he gives you eight packets of cigarettes."** Ah, if only real life were that easy — much less bother than nipping down to the corner shop . . . **"Then go to the spud peeler and swap some ciggies for three bones, just in case you bump into the panther in the forest . . ."** Okay for starters, David?

HAYLP!

Remember if you can solve any of our Haylpsters' gamesnags, you'll be in line to win the prestigious *YS* Big Tips badge. Awright?

First, **Lee Wilson,** who writes, **"Doctor, doctor, I think I'm a bat, or at least I soon will be if I don't get a Bathack for *Batman!*"** He just can't get any Batmobile pieces or the Batbelt, and he keeps dying when trying to get the backpack, so he clearly needs your assistance.

Tim Johnson, meanwhile, is all glued up in *Firelord,* where he can get only three charms. **"Please could you give me the winning solution or how to get to Princess Eleanor, the white and the yellow knights, the hermit, the white dragon etc. Also how do you gain access to the rose, sword and shield, crossbow and candlestick?"** Phew!

Kit Tse wants to help on *Sam Fox's Strip Poker,* but as he hasn't gorra Multiface, the POKE we bunged in *Smash Tips* was no c#∞§¶ing use, was it? Has anyone got a normal POKE for Kit?

Finally, *Jack The Nipper II* is depriving **Gary Pope** of much needed shut-eye. **"Please, could you tell me what to do with the rope? the pineapple? the woodworm? and can you help me find the log and how do I use it?"**

AU REVOIR

We'll meet again, don't know where *(Tipshop, I'd say. Ed),* don't know whe-e-e-e-en (*(Next month. Ed),* but I know we'll meet again some sunny da-a-a-a-a-ay! So keep sending in your gamesnags, solutions and large cheques *(Scrub that bit. Ed),* to **Dr B's Clinic, YS, 14 Rathbone Place, London W1P IDE.** Anything we print wins its sender a badge!!

TIP O' THE MONTH

Overlanders

Robin Gershan and **Henry Barker** have cracked this big *Road Blasters* clone, and have got all sorts of hints and tips for me and you. Well, you anyway, 'cos I already know them. Take it away, Henry. (Oh, bring it back afterwards, there's a good chap.)

●MISSION 1-*Devil's Straights:* Selecting your chosen controls and start, choose the Crimelord's cargo — the counterfeit money ($12,000). It's worth choosing the best paid mission as this allows you more money up front to finance your task. We can't say we've noticed any difficulty between the Federation's and the Crimelord's missions. Buy only 14 units of fuel, this should be plenty to see you through the level. Then buy a turbocharger, three bulletproofing options and six flamethrowers if you think you'll need them for the 4WDs. This will leave you with nothing, but you'll make money destroying enemies on the way. You may begin the mission.

●MISSION 2 — *Snake Canyon:* Choose the Crimelord's cargo, the kidnapped official ($16,000). Provided you take heed of the tips below on how to cope with the various gangs, along with your $6,000 bonuses from the last mission and the $8,000 you get up front for this one, you should have enough to purchase the following: 20 units of fuel, armour plating, superbrakes and spend the rest of your dosh on weapons, extra lives, bulletproofing and/or battering rams to your taste. Choose wisely. Then you can begin driving.

●MISSION 3 — *The Darklands:* Choose the Federation's offer of $34,000 to transport Plutonium. (It's not as bad as it sounds!) Half of this along with your previous missions should give you $25,000. You should have enough for the following: 20 units of fuel, a leanburner, wheelblades, and once again a selection of weapons, extra lives, bulletproofing and battering rams. Then begin the mission.

●MISSION 4 — *The Gutter:* Choose the Crimelords cargo of illegal drugs in return for a payment of $60,000! Now that you've bought all the permanent items illuminated on your dashboard, all that remains is to buy all the goods you use up, like the weapons, lives, rams . . . etc (I'm not going through them all again!)

How To Deal With All the Baddies

●Roadhogs: Bump them off the road into the wrecks, or wait till they get ahead and blast them.

●Kamikazes: You'll be okay on the left hand of the road, but watch out for corners. Also watch out for the bikes, 'cos they sometimes brake when you're behind them. As you gain more money, you can buy armour plating to stop them.

●Crawlers: Try to stay on the opposite side of the road to them, weaving in and out of their shots. Or slow down and shoot them.

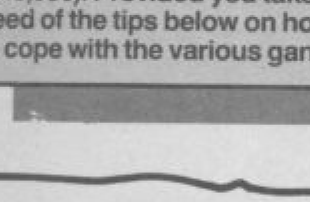
●Offroaders: As soon as these Four Wheel Drives (4WD) appear, start firing your gun, and quickly sweep across their path. As you progress through the levels, they get tougher. Try to avoid them, or take them out with special weapons.

●Roadblocks: These start appearing in level two. Slow down and weave to avoid them.

Bionic Commandos

Like a lot of games these days, the documentation with blockbusting games isn't perhaps as comprehensive as it could be. Take this list of enemies and their attributes from **Philip McCardle** (not Macca, some other McSommink).

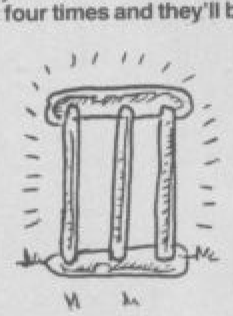
●Bee hive: don't shoot this or touch it or a swarm of killer bees will attack and probably kill you. You can shoot them with just one shot if you're lucky.



●Flying creature: These climb up trees and swoop at you after a while. Get level with them, and shoot them before they take off. They only need one shot.



●Electronic cage: These kill you when you touch them. Shoot them about four times and they'll blow up.



●Soldier: These shoot, throw bombs and land on you. One shot.



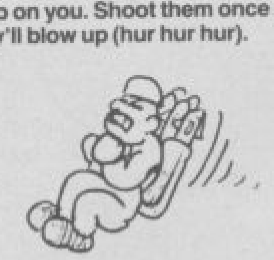
●Large soldiers: These follow you with grappling hooks, and when they can they'll charge at you. Shoot four times.



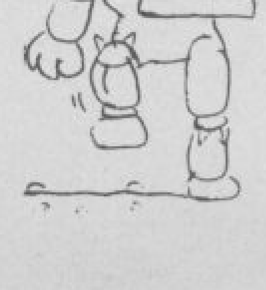
●Giants: Two big horrible giants which fling bouncing boxes at you. Twenty shots needed to kill them!



●Kamikaze Soldiers: These appear from behind the giants and charge or drop on you. Shoot them once and they'll blow up (hur hur hur).



●Half Functional Robot: You can't destroy these, just duck under the hands and feet at the right moment.



●Spikes: These will kill you if you land on them, and you can't zap them, so steer clear.



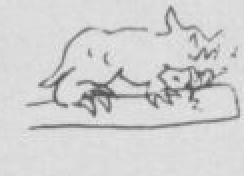
●Whirly Things: Dodge 'em.



●Jumping Machines: Shoot the legs before they crush you. They'll blow up and throw the driver clear. Shoot him too.



●Goblins: Crouch down to shoot these before they bite the platform away and crush you. Just one shot will do."



And that's it! Brilliant work, Phil. Hmm! Good name that, where d'ya get it?

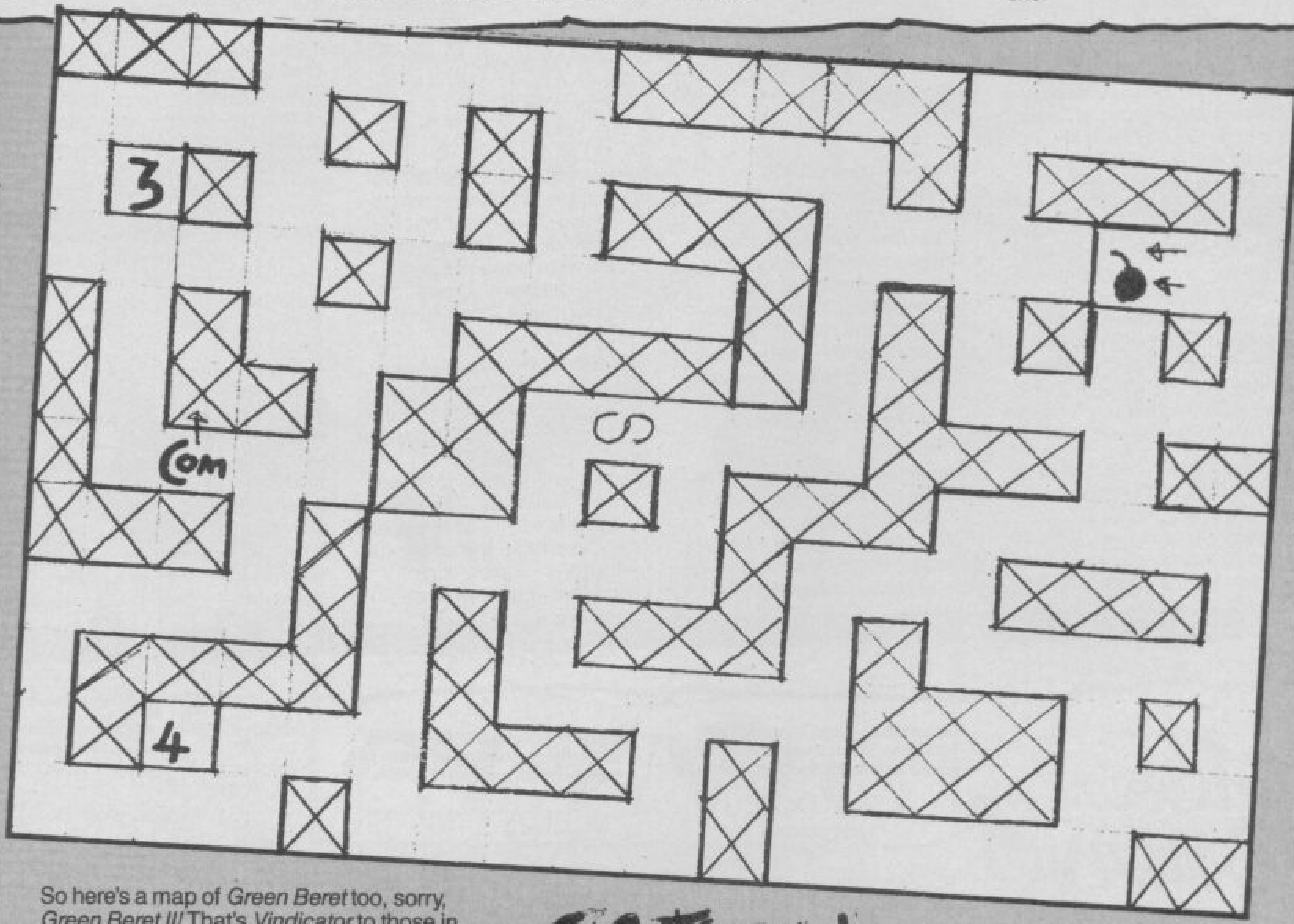
Vindicator

There's so many good tips this month, it's hard to believe I'm gonna fit them all all in. Like these from **Paul James, Glenn Birks** and **Gordon Craig,** with the first clues on *Vindicator.* Brilliant, and very well played you guys. Just wait for that 'Big Tips' badge to splat onto the old doormat, then you'll be sorry.

"These are the answers to the anagrams in *Vindicator:*

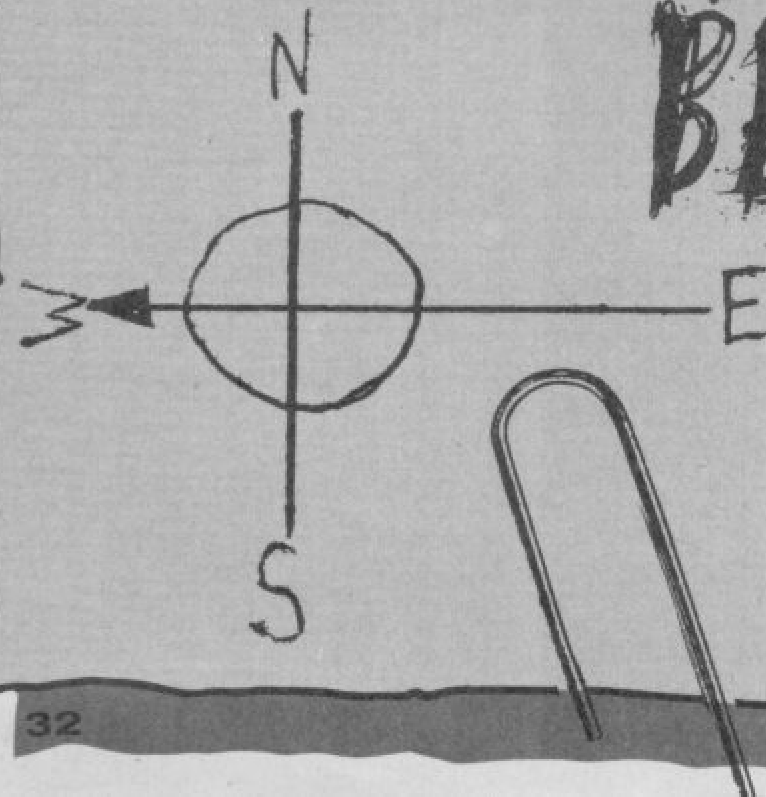
LEON WUPAS=PAUL OWENS
DAWN BARAMOAL=AMANDA BARLOW
KEN JAMROS=MARK JONES
NATHAN JUNNOD=JOHNATHON DUNN
ROBIN TUMSEL=SIMON BUTLER
EMILE BAKMA=MIKE LAMB
JOE HANGMEN=JOHN MEEGAN
DR ANTONI CLAM MD=MARTIN MCDONALD
SEAN JIM HAGGIS=JAMES HIGGINS
RON H VAIN=IVAN HORN
OLIVER DADI=DAVID COLIER
The code for the second level of the game is: VALSALVA MANOEUVRE"

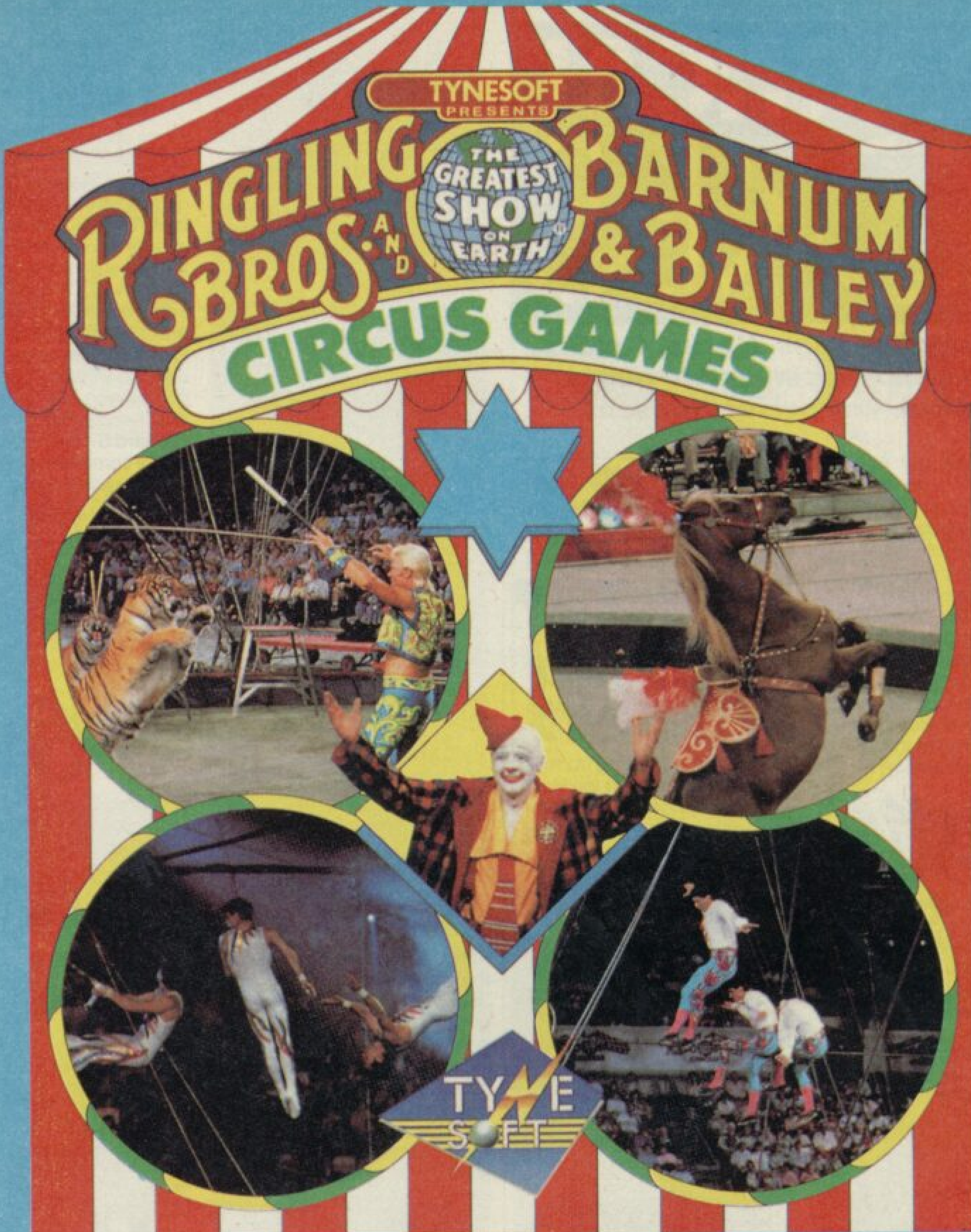
Thanx chaps, that's a real diamond bit of research you've done there. I like to see puzzles like this one, rather than the straight 'Left, Right, Left, Left, Eat Banana' type of clues. Nice one.

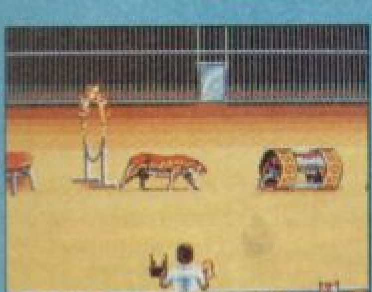


So here's a map of *Green Beret* too, sorry, *Green Beret II!* That's *Vindicator* to those in the know. *Vindicator* twodicator threedicator four. It's a sketch of floor one, part one, which should give you some idea of how to get on through to the next level. Many big ones to you, **Andrew Southam,** and may the sun never set on your beret, ever again (Sniff, so touching)

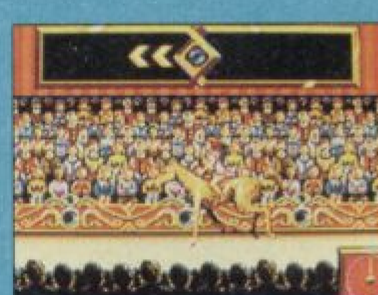


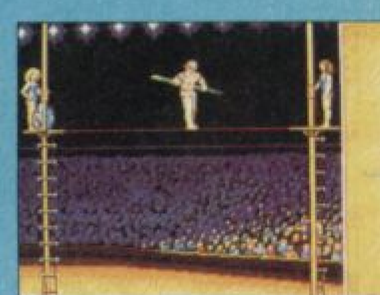












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HINTS'N'TIPS **YS TIPSHOP**

PRACTICAL POKES

David McCandless. Hacks. Cracks. Pokes. Multifacings. Two pages. Packed. The perfect present.

Ah, Christmas! The grubby slush on the kerb, pine needles clogging up the vacuum cleaner, a snowball down the back of your neck, empty bank accounts, plastic smiles and just-what-I've-always-wanted's, crackers that go 'phut', and of course, relatives.

Quite a lot to look forward to really (cough). Makes you glad I completely stuffed this month's column doesn't it?

Dustin

We're off to a cracking start this month, with a hack for the brilliant *YS* give-away game, *Dustin*. So if you still can't escape into the jungle then use **Antony Johnson**'s hack for immunity.

I have this strange feeling that this is not the last we'll be seeing of Antony...

```
 10  REM DUSTIN hack
 20  REM Antony Johnson
 30  CLEAR 24575: LOAD ""CODE 6
5000
 40  FOR a=65351 TO 65357: READ
 b: POKE a,b: NEXT a
 50  POKE 65092,244: POKE 65093
,0
 60  RANDOMIZE USR 65088
 70  DATA 175,50,144,210,195,32
,253
```

Olympic Challenge

Oh dear, oh dear me. If I said to you that there was a new Speedlock system out, who do you think would crack it first?

Jon North. Exactly. Yet another protection system down the drain. Oh well. Life's a bitch and then you die.

I have this strange feeling that this is not the last we'll be seeing of Jon...

```
10 REM Jon North/Graham Mason
20 REM Speedlock 5 Multipoke
30 REM Hello Simon Berry !!
40 LET t=0: FOR f=3e4 TO 30249
50 READ a: POKE f,a
60 LET t=t+(f-29990)*a: NEXT f
70 IF t<>2960314 THEN  STOP
80 FOR f=30252 TO 1e9: READ a
90 IF a>255 THEN  GO TO 120
100 POKE f,a
110 LET t=t+(f-30242)*a: NEXT f
120 IF t<>a THEN  STOP
130 RANDOMIZE USR 3e4
1000 DATA 221,42,44,118,237
1010 DATA 91,46,118,62,255
1020 DATA 55,205,86,5,48
1030 DATA 240,42,48,118,58
1040 DATA 50,118,243,245,34
1050 DATA 100,89,126,254,195
1060 DATA 32,7,35,35,35
1070 DATA 34,100,89,126,254
1080 DATA 17,32,17,1,6
1090 DATA 0,9,126,237,66
1100 DATA 254,53,32,6,62
1110 DATA 249,14,11,24,88
1120 DATA 254,49,32,17,1
1130 DATA 15,0,9,94,54
1140 DATA 239,35,86,54,117
1150 DATA 237,83,200,89,24
1160 DATA 23,1,17,0,9
1170 DATA 126,254,205,32,4
1180 DATA 14,26,24,229,254
1190 DATA 237,32,13,62,246
1200 DATA 14,25,24,44,42
1210 DATA 100,89,241,237,79
1220 DATA 233,254,121,32,4
1230 DATA 14,3,24,204,254
1240 DATA 209,32,6,62,244
1250 DATA 14,27,24,19,254
1260 DATA 22,32,74,14,6
1270 DATA 22,245,9,14,28
1280 DATA 126,254,47,32,2
1290 DATA 21,12,122,42,100
1300 DATA 89,17,200,88,6
1310 DATA 0,237,83,100,89
1320 DATA 237,176,35,35,35
1330 DATA 34,200,89,33,228
1340 DATA 117,119,43,14,12
1350 DATA 237,176,24,181,32
1360 DATA 0,195,239,117,53
1370 DATA 95,49,16,13,11
1380 DATA 23,237,95,7,214
1390 DATA 6,15,245,42,200
1400 DATA 89,34,100,89,195
1410 DATA 75,117,42,51,118
1420 DATA 229,1,183,0,237
1430 DATA 66,17,80,91,115
1440 DATA 35,114,42,53,118
1450 DATA 34,39,118,42,55
1460 DATA 118,34,42,118,33
1470 DATA 35,118,1,100,0
1480 DATA 237,176,201,33,102
1490 DATA 91,34,0,0,195
1500 REM DALEY OLYMPIC CHALL
1510 DATA 49,234,185,20,145,234,
112,206,254,82,254,65,254,33,120
,91,17,210,255,1,8,0,123,50,62,1
07,237,176,195,0,98,50,196,120,5
0,157,119,55,201,3094517
```

HACK OF THE MONTH

Star Wars

Jon North is grinning from ear to ear, after cracking the **Haxby Hacker**'s 'unbreakable' protection system on *Star Wars*, HAXPOC. Jon says it took him half an hour. All I can say is: what a stunning system that was.

```
10 REM Star Wars by Jon North
20 REM 100% Hackproof is it?
30 CLEAR 29e3: LET t=0
40 FOR f=3e4 TO 30305
50 READ a: POKE f,a
60 LET t=t+(f-29990)*a: NEXT f
70 IF t<>6201289 THEN  STOP
80 RANDOMIZE USR 3e4
1000 DATA 221,33,203,253,17
1010 DATA 213,2,62,255,55
1020 DATA 205,86,5,48,241
1030 DATA 33,208,254,6,240
1040 DATA 126,238,8,119,35
1050 DATA 16,249,33,190,255
1060 DATA 34,130,255,62,120
1070 DATA 50,133,255,33,223
1080 DATA 117,17,112,89,1
1090 DATA 81,0,237,176,30
1100 DATA 231,14,53,237,176
1110 DATA 33,118,117,34,135
1120 DATA 255,33,229,0,34
1130 DATA 192,255,195,187,255
1140 DATA 122,179,194,208,254
1150 DATA 221,37,30,53,62
1160 DATA 135,50,135,255,195
1170 DATA 208,254,122,179,194
1180 DATA 208,254,221,36,30
1190 DATA 38,62,152,50,135
1200 DATA 255,195,208,254,122
1210 DATA 179,194,208,254,221
1220 DATA 37,30,81,62,169
1230 DATA 50,135,255,195,208
1240 DATA 254,122,179,194,208
1250 DATA 254,221,36,62,187
1260 DATA 50,135,255,17,111
1270 DATA 252,195,208,254,194
1280 DATA 208,254,62,208,50
1290 DATA 135,255,62,254,50
1300 DATA 136,255,62,112,50
1310 DATA 190,255,62,89,50
1320 DATA 191,255,50,133,255
1330 DATA 195,218,254,53,95
1340 DATA 49,16,13,11,23
1350 DATA 62,201,50,139,254
1360 DATA 33,120,254,34,190
1370 DATA 255,49,123,89,205
1380 DATA 120,254,175,50,139
1390 DATA 254,33,155,254,17
1400 DATA 40,90,1,15,0
1410 DATA 237,176,235,54,238
1420 DATA 35,113,35,235,14
1430 DATA 19,62,222,237,176
1440 DATA 205,175,89,17,64
1450 DATA 90,62,234,205,175
1460 DATA 89,175,50,212,176
1470 DATA 195,223,255,33,12
1480 DATA 90,50,23,90,14
1490 DATA 13,237,176,1,110
1500 DATA 25,205,40,90,24
1510 DATA 38,14,85,205,249
1520 DATA 89,14,35,205,249
1530 DATA 89,14,125,205,249
1540 DATA 89,1,157,136,229
1550 DATA 33,56,90,126,238
1560 DATA 7,119,35,35,35
1570 DATA 126,238,174,119,225
1580 DATA 195,54,90,18,221
1590 DATA 35,253,35,19,43
1600 DATA 11,120,177,32,0
1610 DATA 201
```

Eidolon

Although this game's a little on the antiquated side, **Khalid Jamil** convinced me I should put it in, considering it's just been re-released on a budget label. Now you'll have all the time in the world to romp about in the caverns.

I have this strange feeling that this is not the last we'll be seeing of Khalid...

```
5456  REM EIDOLON HACK
  20  REM by KJS
  30  CLEAR 24576: LOAD ""CODE
  40  POKE 53407,15: POKE 53408,
209: RANDOMIZE USR 53248
  50  POKE 36160,62: POKE 36162,
60: RANDOMIZE USR 27904
```

Darkside

Sam Day and **Roy Goodall** have enlightened (groan) us with this straightforward hack for the Incentive 3D corker.

I have this strange feeling that this is not the last we'll be seeing of Roy...

```
  10  CLEAR 32767: LOAD ""CODE 6
5088
  20  FOR f=65275 TO 65286: READ
 a
  30  IF a<999 THEN  POKE f,a: N
EXT f
  40  RANDOMIZE USR 65088
  50  DATA 175,50,136,177
  60  DATA 50,43,187: REM Infy S
hields
  70  DATA 50,226,185: REM Infy
Fuel
  80  REM by ROY GOODALL and SAM
 DAY
```

Ultimate

Once upon a time there was a company called Ultimate who produced the most amazing games for the Spectrum at the time. They pioneered the arcade adventure and created the first solid perspective game. Nobody could get enough of them. Even their adverts were looked forward to. Then, later, when they had disappeared into the ether, a compilation was released of all their best games. And now, **Richard Swann** has come up with a compilation of all the best hacks for those games:

```
  10  REM Ultimate Collection ME
GA-HACK
  20  REM by RICHARD SWANN
  30  CLEAR 24300: LOAD ""SCREEN
$
  40 FOR n=0 TO 3: LOAD STR$ nCO
DE : NEXT n
  50  REM Add pokes for each gam
e
  60  REM HERE!!!!
```

Sabre Wulf

```
  50  REM SABRE WULF
  60  POKE 44786,0: PRINT USR 23
424
```

Cookie

```
  50  REM COOKIE
  60  POKE 28695,62: POKE 28696,
5: POKE 28697,0: POKE 28698,0
  70  PRINT USR 23424
```

Lunar Jetman

```
54562  REM LUNAR JETMAN
  60  POKE 36965,0: PRINT USR 23
424
```

Jetpac

```
  50  REM JETPAC
  60  POKE 26917,0: POKE 26918,0
: PRINT USR 23424
```

Tranz-am

```
  50  REM TRANZ-AM
  60  POKE 25446,0: PRINT USR 23
424
```

Atic-Atac

```
  50  REM ATIC-ATAC
  60  POKE 36519,0: PRINT USR 23
424
```

Gunfight

```
 50 REM GUNFIGHT
 60 POKE 47919,0: POKE 47920,0
: PRINT USR 23424
```

Nightshade

```
 50 REM NIGHTSHADE
 60 POKE 53442,0: POKE 53443,1
2: PRINT USR 23424
```

Cyberun

```
1000 REM MERGE "" and then inse
rt
1010 REM the following poke bef
ore the PRINT USR
1020 REM CYBERUN
1030 POKE 36168,175
```

Pentagram

```
1000 REM MERGE "" and then inse
rt
1010 REM the following poke bef
ore the PRINT USR
1020 REM PENTAGRAM
1030 POKE 49917,0: POKE 50751,0
```

Bubbler

```
1000 REM MERGE "" and then inse
rt
1010 REM the following poke bef
ore the PRINT USR
1020 REM BUBBLER
1030 POKE 57515,0: POKE 57516,0
: POKE 57517,0
```

19-Boot Camp

The assault course on this game is a real pain (and we're talking agony here). Mega-hacker **Antony Johnson** has given you infinite time on the assault course, which means infinite time to get nowhere.

```
 10 REM 19-BOOT CAMP hack by A
.Johnson
 20 CLEAR 24477
 30 LOAD ""CODE
 40 POKE 23730,179: POKE 23741
,95
 50 POKE 24687,21: POKE 24688,
250
 60 FOR a=60021 TO 60057: READ
 b: POKE a,b: NEXT a
 70 RANDOMIZE USR 24500
 80 DATA 33,30,250,34,135,130
 90 DATA 195,211,128,33,50,250
,17,250
100 DATA 95,1,10,0,237,176,33
110 DATA 250,95,34,191,134,195
120 DATA 211,128,62,58,50,160
130 DATA 148,195,69,125
```

Barbarian

Not Conan, nor even Maria Whittaker (slarp), but the Psygnosis maze game. Once again **Antony Johnson** is the man responsible, his hacks give infinite arrows and infinite lives.

```
 10 REM BARBARIAN hack by A.Jo
hnson
 20 POKE 39830,12: POKE 39831,
250
 30 FOR a=64012 TO 64023: READ
 b: POKE a,b: NEXT a
 40 RANDOMIZE USR 39680
 50 DATA 62,36,50,104,146,175
 60 DATA 50,214,148,195,102,23
7
```

Virus

Yes, the game they said could never be done on the Spectrum, *Virus*. And yes, the hacker they said could crack any protection system in existence: **Jon North**. Worra combination.

```
  5 REM Firebird HACKER by Jon
North
 10 LET t=0
 20 FOR f=32768 TO 32876
 30 READ a: POKE f,a
 40 LET t=t+(f-32758)*a: NEXT
f
 50 IF t-679460 THEN  STOP
 60 FOR f=32877 TO 1e9: READ a
 70 IF a>256 THEN  GO TO 100
 80 POKE f,a
 90 LET t=t+(f-32867)*a: NEXT
f
100 IF t-a THEN  STOP
110 LOAD ""CODE : REM USR 3283
0
120 DATA 50,21,255,122,254
130 DATA 46,192,62,50,50
140 DATA 84,205,33,21,255
150 DATA 34,85,205,62,195
160 DATA 50,58,0,33,32
170 DATA 128,34,59,0,195
180 DATA 0,0,50,107,92
190 DATA 33,114,128,17,0
200 DATA 0,1,0,0,237
210 DATA 176,195,61,0,128
220 DATA 223,181,209,177,144
230 DATA 141,139,151,206,198
240 DATA 199,200,237,123,112
250 DATA 128,62,205,50,84
260 DATA 205,33,0,128,34
270 DATA 85,205,33,109,128
280 DATA 126,50,22,128,50
290 DATA 28,128,50,31,128
300 DATA 50,40,128,50,48
310 DATA 128,35,126,50,42
320 DATA 128,35,126,50,39
330 DATA 128,195,0,205
340 DATA 252,8,160,81,191,175,
50,145,175,195,184,153
350 REM VIRUS hack by JN
```

Mickey Mouse

The **Tefal Men** (hi guys) have totally annihilated this game. What have they got against a black-eared rodent with a squeaky voice huh? Poor mouse, but I wish he'd take off those annoying white gloves though.

```
 10 REM MICKEY MOUSE hack by S
te+Mel
 20 FOR a=49516 TO 49549: READ
 b: POKE a,b: NEXT a
 30 RANDOMIZE USR 49516
 40 DATA 221,33,35,192,17,37,1
 50 DATA 62,255,55,205,86,5
```

MULTIFACE CORNER

Multifacers this month were **Graham Mason, Boffin Brown, Ricki and Steve,** and **Antony Johnson**. Quite a collation

Game	Poke	Effect
BMX KIDZ	52108,0	lives
CYBERNOID 2	34402,0	ammo
DUSTIN	52045,195	time
	52932,0:52937,0:	
	52939,0	no penalty
	52904,0	immunity
GAME OVER 2	54216,0	lives pt 1
	57606,0	lives pt 2
MAD MIX	40296,0	lives
	39947,n	n=lives
MR WEENIS & SHE VAMPS	30742,2	potions
	39973,0:	
	40019,0:39974,0	energy
	41228,0	
OVERKILL	42968,0	lives
PEOPLE FROM SIRIUS	31374,0	light
	31473,0	bullets
	31329,0	immunity
	28505,0	wierd!
ROAD BLASTERS	47025,0	turbo
	47541,0	no corners
	48635,0	credits
STREET FIGHTER	41740,24	time

```
 60 DATA 48,240,33,133,193,34
 70 DATA 46,193,175,91,192,175
 80 DATA 50,169,159,50,180,142
 90 DATA 195,128,112
```

Scrolling Credits

Another batch of hackers-who-would-be-late: **Robert Nelson, James Upton, Paul Hemming, Dean Brazier, Matthew Alcott, Max Hardcastle** and **Ian Windle.**

Game Over 2

Back in the October issue I printed the entry code to part 2 of *Phantis* aka *Game Over 2*. Somehow I got it wrong (I still don't know how to this day), but **Khalid Jamil** has kindly corrected me. The code should be 18757.

Crash Preventor

Check out this bit to get the POKEs on this page to work. And if they still don't work then it's my fault:

1. Type in the HACK program
2. Save it for later use
3. Rewind game tape to start
4. Run HACK program
5. Play rewound game tape
6. Play game.

The End

Well here you have it, Christmas pokes for you to savour over the stuffed holiday. And if any hackers out there feel like contributing some physical manifestations of their skill (pokes) then the address is **David McCandless, Practical Pokes, YS, 14 Rathbone Place, London W1P 1DE.** I'm waiting. Byeeeee!

Cover mounted games are very popular tip subjects in the old shop. And not to be outdone, **Ryan 'Tipman' Eaton** has got our last tape 'taped', with this dissection of Dinamic's dynamic *Dustin*. This little freebie was a big favourite with you guys, and in our now time-honoured tradition, we are printing a reader's map. So well done to Ryan for his tips, and also to **Adrian Bradbury** for the map. And may your felt pens never squeak in the night. I mean that most sincerely.

"●Tobacco, Whisky, Money. You get these off the guards but they are of no use. You can use them to barter with the other prisoners but you can only get a lighter, a watch, and a bunch of keys. The lighter is for lighting the TNT to blow up every guard in the room. This is useless. The watch is even more useless, and you need the keys to open the doors.

●When knocking out guards try to push them up against the wall, as they can't move and so are easier to kill.

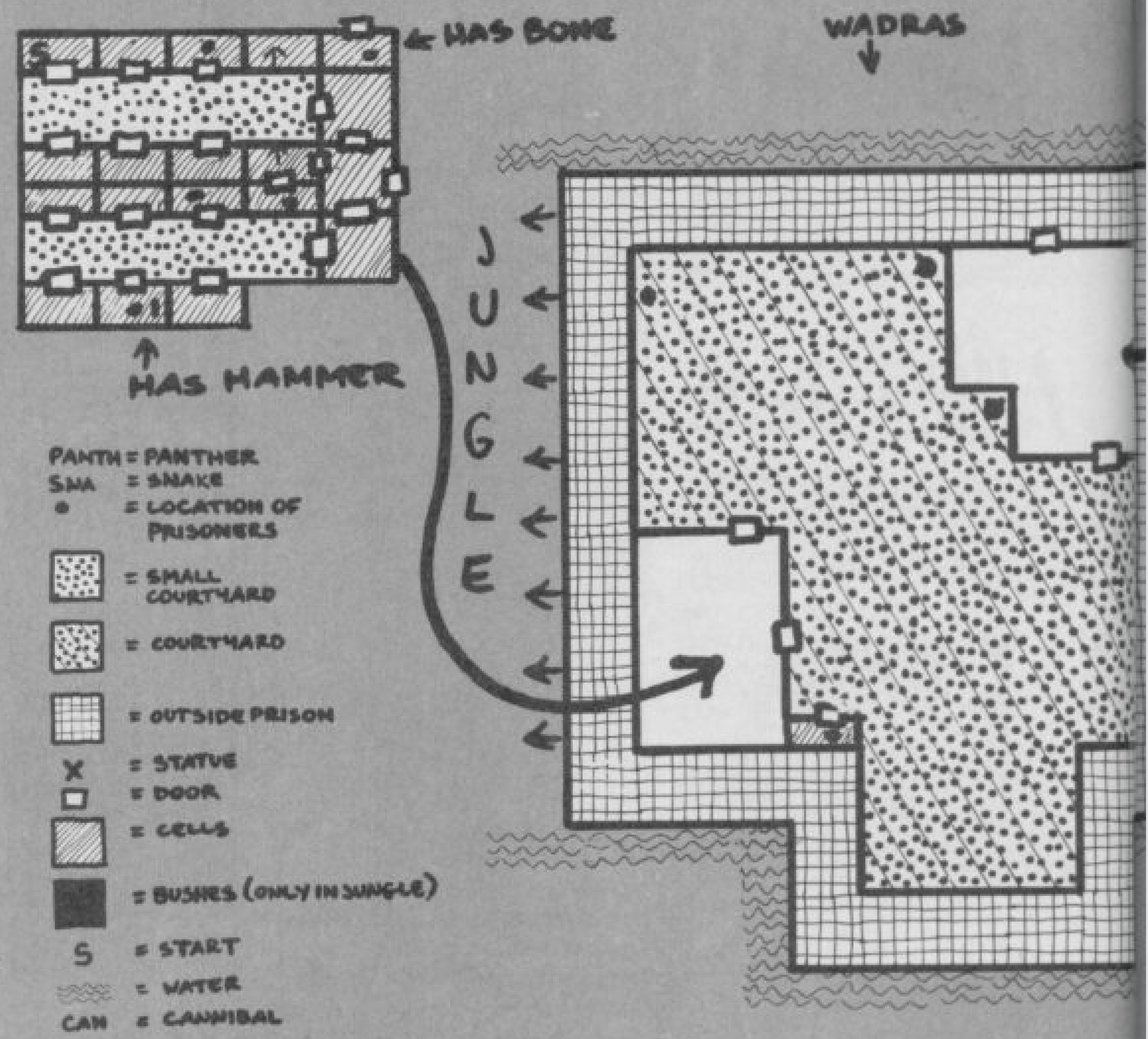
●Map where you have been, and write down where the other prisoners are and what you can get from bartering with them.

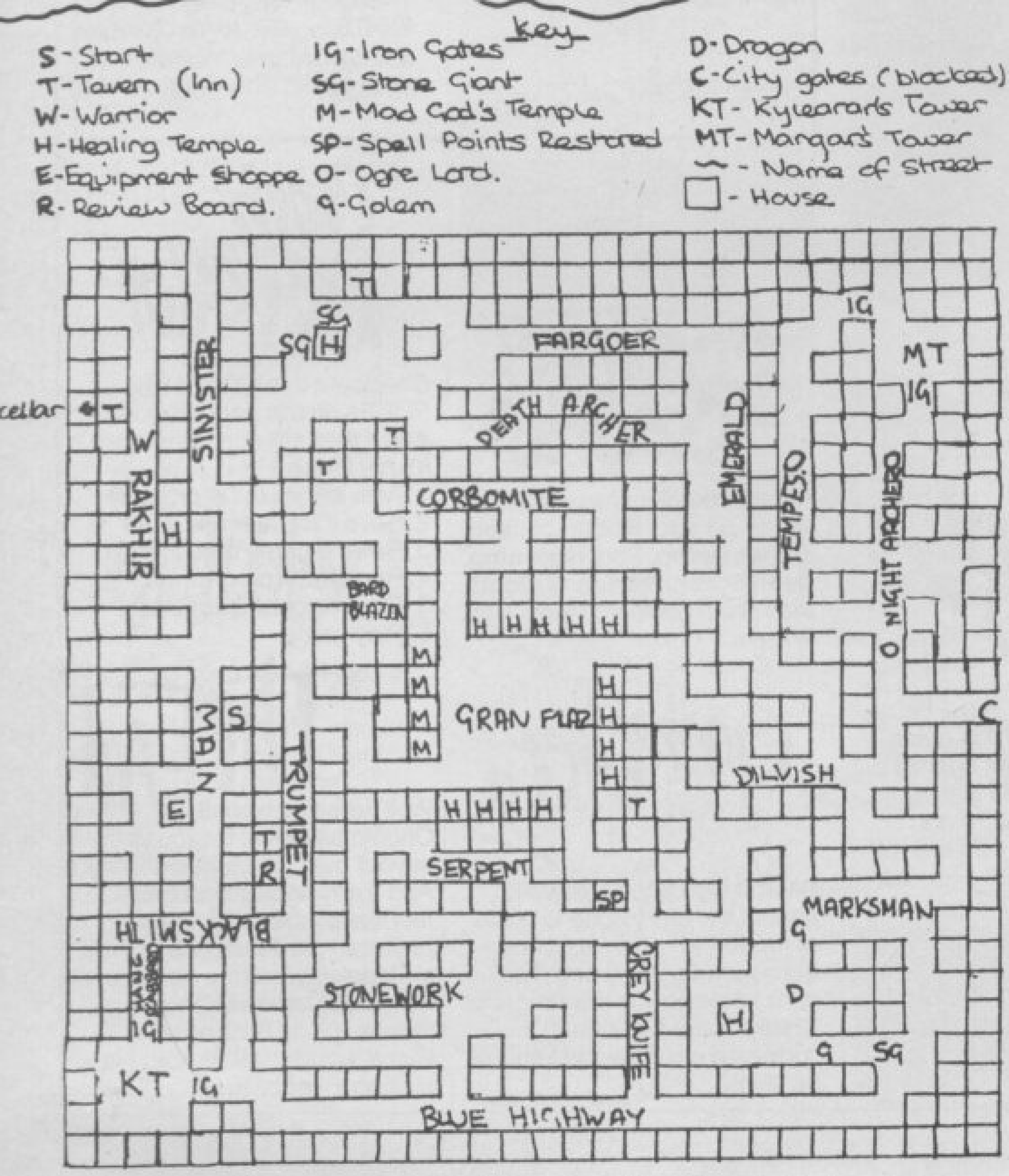
●When you have a gun, don't stop moving even when you have a bulletproof vest, as the guards will shoot you.

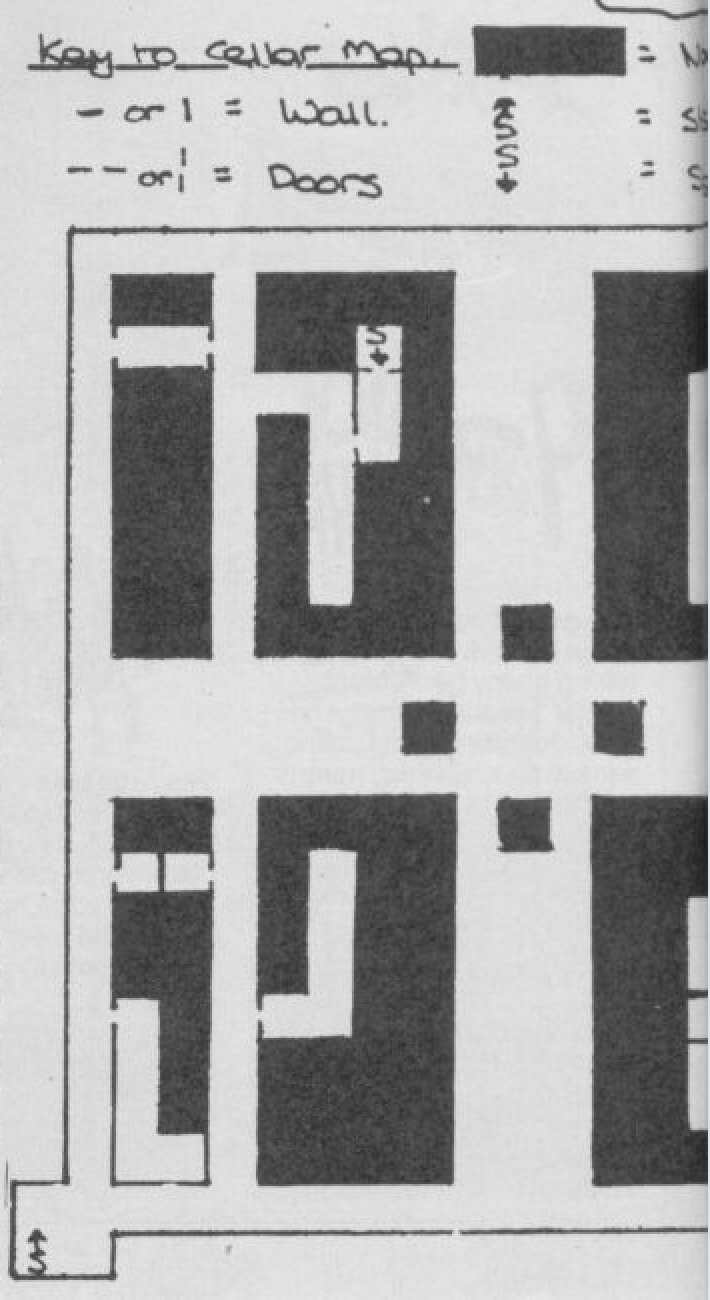
●You only need the hammer as one blow knocks anyone out.

●Get the bone last, and get 2 or 3 'cos one bone won't do.

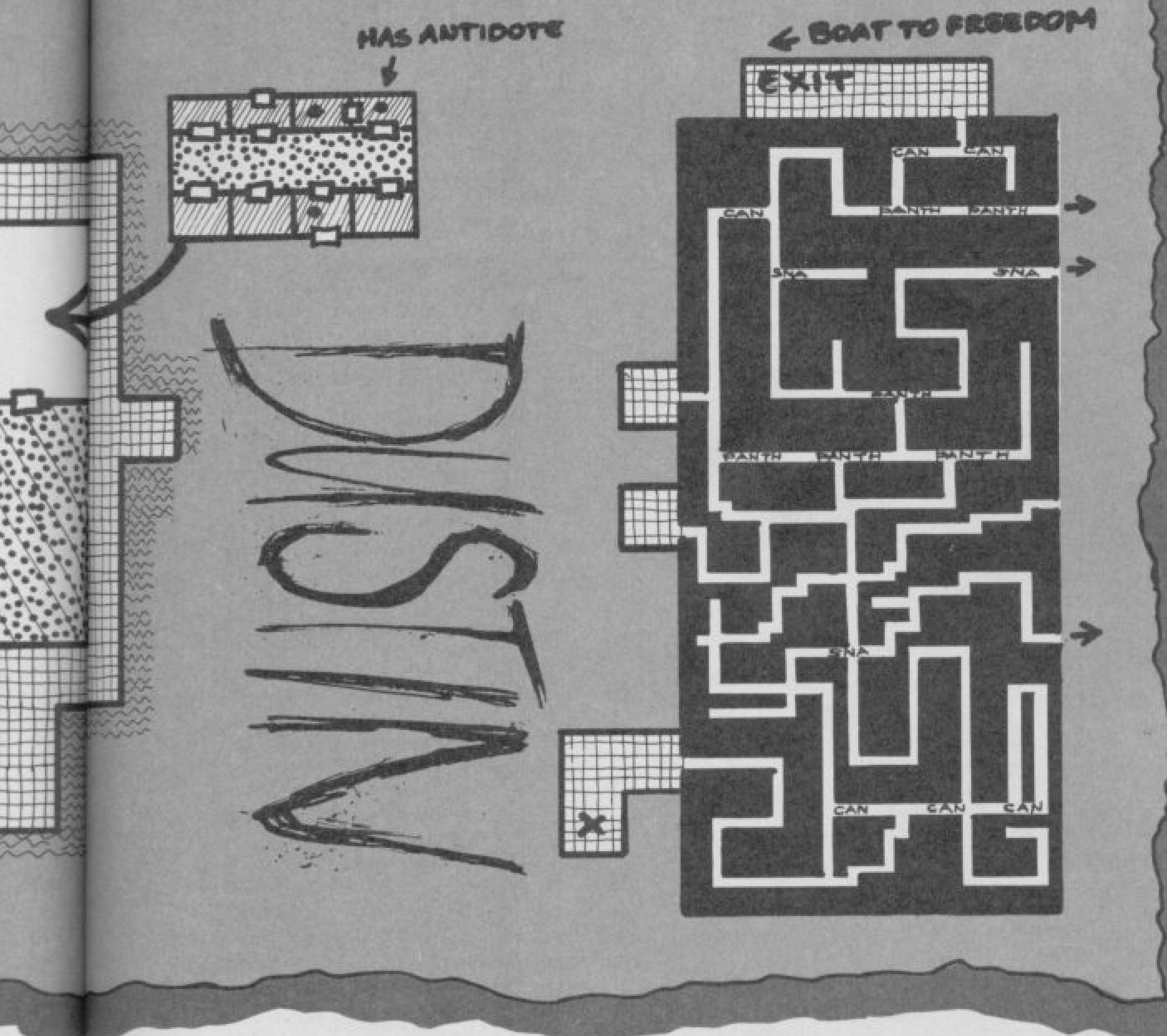
You don't need the antidote but it might help."







Dustin



Cybernoid II

Hah! Here they are, the tips you never thought you'd get. The cheats for *Cybernoid II* which give you those all important infinitive lives (BTW: Any 'tipper' who spells 'infinite' as 'infinitive' or any other brand of case, deserves to have their grammar mashed between two halfbricks. Ya get me?) Hey dudes, what's happenin'? Yes, you guys. **Rob Gaffney, Laurie Piper, Scott 'COOL' Turnbull,** and **Simon Strutt.** Giz your tips.

"Redefine the keys as O, R, G, and Y . . . that's ORGY (FNARRRR!) for the hard (honk) of thinking. Then redefine them as your own keys. Then you have infinite lives. This even works with the demo version we gave you on the cover of *Your Sinclair.*

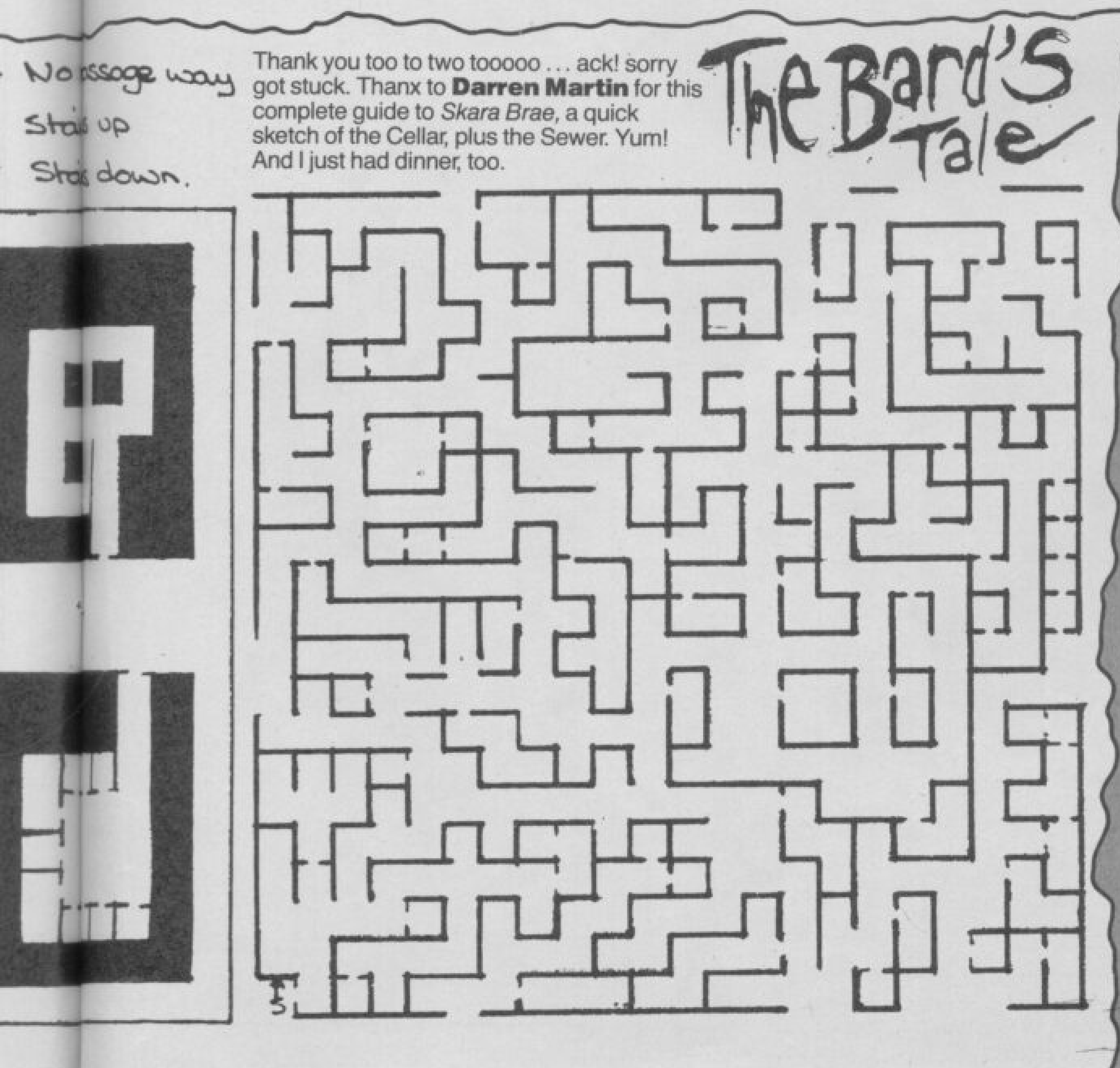
(PS. To use the weapons on the demo version of *Cyber II,* use the table below.

Weapons	Keys
20 time bombs	**2**
1 shield	**3**
5 sets bouncing bombs	**4**
5 seeking bombs	**5**
2 smart bombs	**6**

in case you're wondering.)"

The Bard's Tale

Thank you too to two tooooo . . . ack! sorry got stuck. Thanx to **Darren Martin** for this complete guide to *Skara Brae,* a quick sketch of the Cellar, plus the Sewer. Yum! And I just had dinner, too.



B'DUH B'DUH THATS ALL FOLKS!

And that's about all there is to it. Thanks for joining me in this month's 'Shop', and be sure to tune in for next year's episode when Phil opens up his mail box, only to be consumed by it and spat out as tiny cubes. Send all your hints 'n' tips to Phil South, *Your Sinclair,* 14 Rathbone Place, London W1P 1DE.



BUTCHER HILL
Artura
GREMLIN



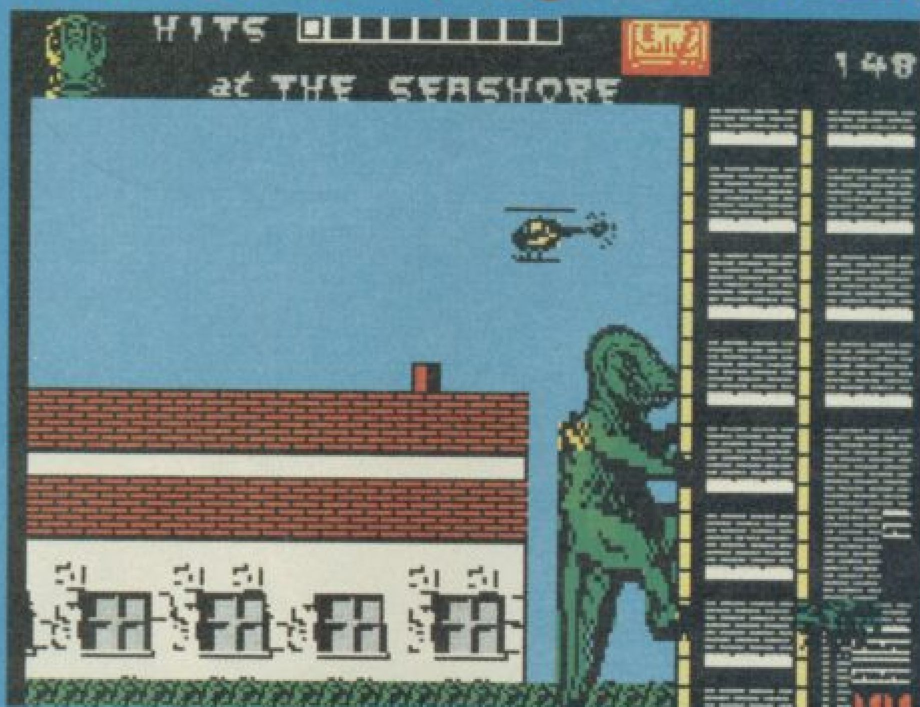
SCREEN SHOTS

It's time yet again for the 'who's who? what's what? and why is this one better than that?' bit of your favourite mag. And why not? Let's go!



***YS* Seal Of Approval**
All games reviewed in Screenshots are finished products.

THE MUNCHER



Gremlin Graphics/£7.99 tape/£12.99 disk. 128K only

Duncan Collecting eggs from bird's nests is a rather naughty thing to do, and if you're caught you can face a hefty fine or even a stretch in the 'nick'. However, there's no law against collecting dinosaur eggs, so the only problem you could face is an irate mummy or daddysaurus — and as we all know, they all popped their claws many millenia ago, so there's nowt to worry about. Nowt, that is, unless you happen to be a team of Japanese explorers who have high-tailed it back to the Land of the Rising Sun with a cache of hot Tyrannosaurus 'oeufs'. Guess who's in pursuit? That's right, not all dinosaurs are extinct at all, and this one, controlled by you, is hell bent on revenge!

The Muncher is a side on viewed, right to left scroller with quite a bit of colour (and a little bit of clash). The game begins with your monster muncher pounding his way up a Japanese beach with a thump, thump, thump of feet and a glare of destructive fever in his eyes (or indeed her eyes — this game is non-sexist, cos although the tyrannosaurus is in the buff there are no wibbly bits to give any clue as to its sexual identity). Very shortly the city is in view, and automatic pilot gives way to joystick control as you begin your quest.

The idea of the game is that you have to search for the stolen eggs, which have by this time been scattered around various cities (levels) throughout Japan. Having found them, they should be deposited in nuclear waste dumps (also scattered about) which serve as incubation chambers. Hatching these eggs is a vital part of the game, as they are transformed into extra lives (you start with only one) which, believe me, you will need. The eventual aim of the game is to reach the harbour where you will be able to sail safely off into the sunset.

En route, however, mass destruction is the name of the game. Large buildings and giant skyscrapers are just crying out to be leapt, scaled (the screen scrolls down at this point) and quite simply demolished. There are loads of different joystick moves for punching, kicking and lashing your tail and you can even shoot fireballs from your mouth. (S'funny. T. Rex's never did that in any dinosaur books I read).

Sounds easy you say? Well, it would be if the entire Japanese armed forces weren't out to stop you. Little (and I mean little) men on the ground fire their guns at you, while helicopters whoosh overhead and drop bombs. You can leap up and eat the choppers, bend down and eat the men or simply stomp on them. Each time you get hit you lose a bit of life-force — bullets nibble away at it while direct bomb hits take out great chunks. The animation on the whole is a mite jerky, but it's not surprising really considering the size of the main sprite (you, you clot), and the sound is good as well (well, it is 128K). Not brilliant mind you, just good. There is but one gripe, however, and that's the control response from the stick and keys — it's slow. You have been warned.

Syrupy control response aside, I have to admit that I really enjoyed playing *The Muncher* — there's something incredibly satisfying about razing entire cities to the ground and squashing people underfoot. Mind you, it probably says more about me than it does about the game. What a thoroughly unpleasant person I must be. Blimey.

YS CLAPOMETER

A large sprite, prehistoric mega-romp and smash-em up with the emphasis on total destruction. Plagued by slow control response but great fun nevertheless.

GRAPHICS	■■■■■■■□□□
PLAYABILITY	■■■■■■■□□□
VALUE FOR MONEY	■■■■■■■■□□
ADDICTIVENESS	■■■■■■■■■□

8

TRIVIAL PURSUITS

A NEW BEGINNING

Domark/£14.95

Phil Just when you thought it was safe to go back into the computer store . . . *Genus II* is back, in the guise of *Triv — A New Beginning*. Now I like *Triv*, always have done, but I found the first computerised versions frankly a bit of a downer. Why? Well I always thought them a bit tacky . . . nothing to do with the quality of the graphics, or even the question tapes . . . they just weren't computer games! They were board games in the disguise of computer games! It would seem that Domark had that feeling as well, and knowing what suckers we are for general knowledge quizzes, they've approached *Triv* in an entirely new way. "How would it look," postulated Dom, leaning on the fireplace resplendant in stripey blazer, "If we redesigned it as it would be if it was a computer game to start with?" Mark obviously concurred wiv his spivvy chum, as you can see from the screenshots.

Each player (for this is multi-player time, sports fans) controls a laser powered spaceship; a bit like a really strong torch whizzing backwards through the universe. To save the Earth, you must gain acceptance by the elders of the planet Genus II and say, "is it okay if I move in with a couple of billion of my pals? For the Earth is dying and we need somewhere to doss down for the next few centuries while we get



the builders in."

Of course there's a catch. The elders, being kind hearted if a bit twisty, will let us in . . . but only if we can find them. Oh brother. You have to search the galaxy to find Genus II, and along the way you get to answer a lot of General Knowledge questions and collect triangular icons on the dash of your space cruiser. Hah! Sound familiar? Yep, it's *Triv*.

Look here, I did try to hate this game. No really I did. I wanted to find it facile and boring and a poor excuse for a licence . . . but I like it. It's actually not at all bad, and looks a bit pretty on the screen too. You can get some mates round to play it and have BIG FUN, surfin' suckers. But hey! Air out your bedroom first?

YS CLAPOMETER

A reworking of the Triv computer game from scratch, which gives you more game and less bored. Good fun.

GRAPHICS	■■■■■■■■■□
PLAYABILITY	■■■■■■■■□□
VALUE FOR MONEY	■■■■■■■□□□
ADDICTIVENESS	■■■■■■■■□□

8

JOYSTICK JUGGLERS

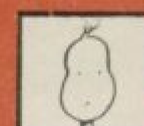
What a familiar (if slightly unsavoury) set of faces we have for you this month. It's the kind of line-up you'd normally see shackled together, breaking rocks and surrounded by armed policeman, we'll agree — but you can't have everything!



Marcus Berkmann — Marcus, is the only computer-game reviewer in the country who is 65 per cent human, 30 per cent bionic and 5 per cent sticky tape.



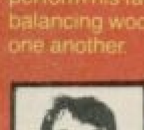
Phil South — Phil has recently taken up weight training. His training schedule, involves 'weighting' in long queues at McDonalds and 'weighting' to be served while leaning against the bars of various public houses throughout the capital.



Ciarán Brennan — The ex-deputy Ed with a penchant for memorising numbers. Ciarán's favourite book is *Pi To Three Billion Decimal Places* by Professor Heinz Beans.



Sean Kelly — Since the last issue Sean has been kidnapped by extra-terrestrials who refuse to let him go until he's taught them how to perform his favourite party trick of balancing wooden spoons on top of one another.



David McCandless — Smarty-pants Dave, now editor of his own school magazine has been feeling very tired recently. He's been burning his McCandle at both ends.

YS SCORES

10 — Shun! About turn. Stand at ease!
9 — Teen. N-n-n-n nineteen. N-n-n-n, erm, nine!
8 — A little bit too much last night. I've now got a dicky tum!
7 — Erm, let's come back to that one.
6 — As a parrot John, over the moon Brian.
5 — Fo fum. I smell the blood of an Englishman.
4 — Sooth, Robin, tis a strange sight indeed.
3 — Nelson Mandela
2 — Ton Khamoun — the Egyptian 'Child God' King.
1 — Ce upon a time there were three incredibly stupid pigs.
7 — Erm, nope, still no joy . . .

R-TYPE

YOUR SINCLAIR MEGAGAME

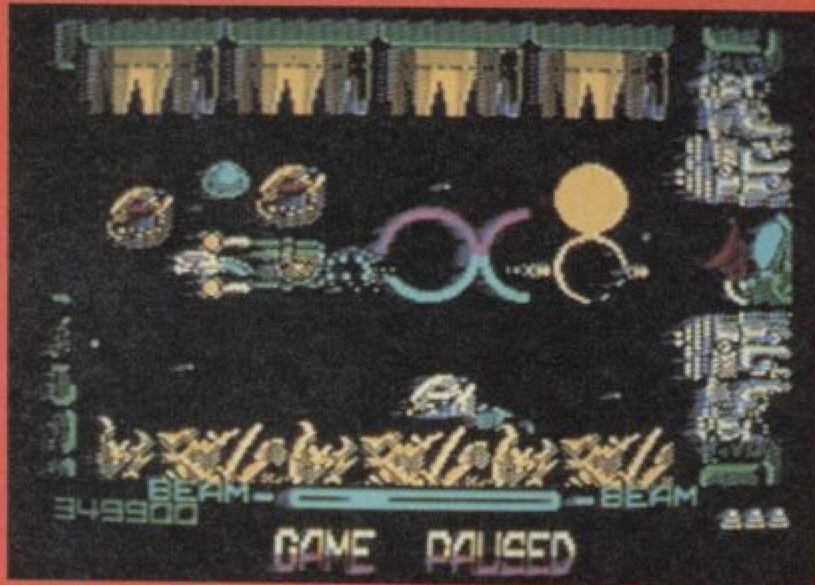
Activision/£9.99

Duncan Well well well, it's time for another 'Ho ho ho, they're never going to be able to convert that onto the Spectrum Have you ever seen the original Arcade machine? It's something of a classic — firmly in the *Defender* mould but with massive colourful sprites and more action than you could shake a boomerang at. In fact it's hardly surprising that plans for downloading it onto the Speccy were received with, erm, mirth to say the very least. I must admit that I myself thought something along the lines of *"R-Type?* Oh yeah?" Well, Spec-chums — let me tell you something: I've never been more wrong. Well, I have actually, like the time I was spouting forth 'knowledgably' at a dinner party about Evelyn Waugh while labouring under the serious misconception that he was a woman — but that's another (and far more embarrassing) story.

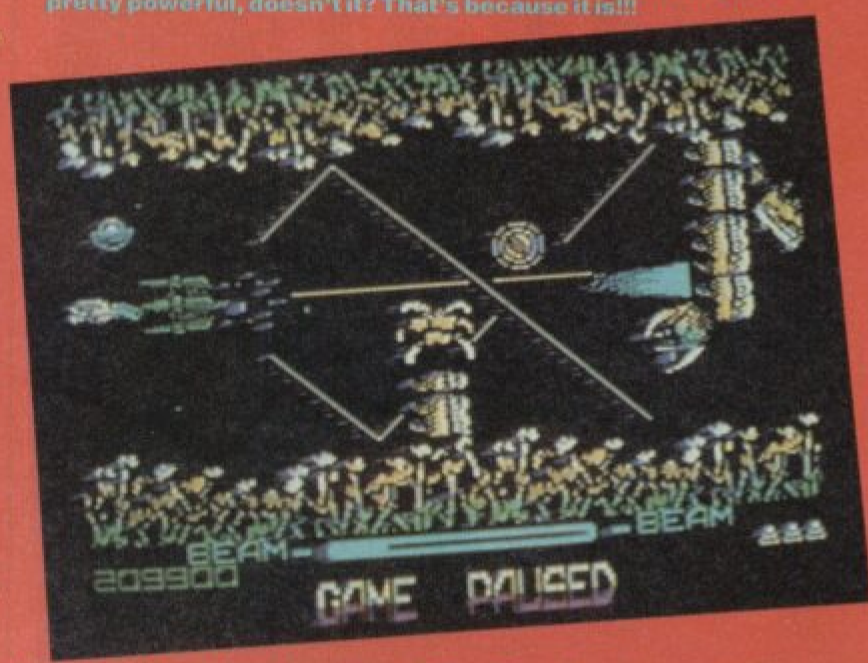
Anyway, *R-Type* on the Speccy. Here we go. Oh, hang on a minute, some of you won't have seen the coin-op so I'll bring you in gently. *R-Type*, in a nutshell, is a right to left scrolling blast 'em up with 'power-up' icons to collect and more deadly aliens than the planet Zoggo. If you think along the lines of *Zynaps* you'll be sort of on the right path. Anyway, having cleared that up let's have a good old gander at the game in question. Basically it's one where you shoot everything that moves — some things shoot back at you while others just get in the way and result in your death on contact. The scrolling background is a sort of cavern with ceiling and floor outcroppings in places, and these, needless to say, can also be crashed into. If you manage to get past the myriad nasties/outcroppings and whatever else then you'll eventually be confronted by the end of level meganasty — and believe me, in this game we're talking meganasties with a capital 'M', but luckily you can pick up icons en route which will increase your firepower.

Righto, a fairly familiar scenario then, but the programming and execution behind this game mean it has to be played to be believed. Firstly colour: I actually thought they might have to do this conversion in monochrome, but oh no me hearties, there's colour all right — loads of it with little or no colour clash. Secondly the graphics and sprites themselves move beautifully and some of them are big (big big big), such as the giant spinning 'wheel monster' type thingy near the end of level one. You actually have to get your ship inside it and shoot it in the eye to close its account. And I'm sure there are a lot of even bigger nasties waiting on further levels (I couldn't get past level one before writing this) because there are in the coin-op, and this looks like being a pretty faithful conversion. Thirdly, the weapons system is brilliant. Quick clicks on the fire-button produce standard bursts of laser fire, but should you require a bit more 'oomph' then hold the button down for a sec. You can see the nose of the ship collecting surrounding atoms of some description — then when you release the button again, a large fireball zooms out. Also the 'power up' icons give you some very impressive weapons indeed: a three-way laser, er, well — that's the only one I can describe actually (given the space), but believe me, some of them are brillo. Fourthly there's the incredible addictiveness. The learning curve is a toughy, but also very rewarding once you get each bit licked — thanks to the 'play on' option. Each time you lose your three lives you get plonked on a screen which allows you to continue from where you left off (if you want to — and you probably will). However, this play-on option does only work five times during each game, so you eventually have to start from scratch again, but it means you get a lot of practice at getting past the really difficult bits towards the end of the levels.

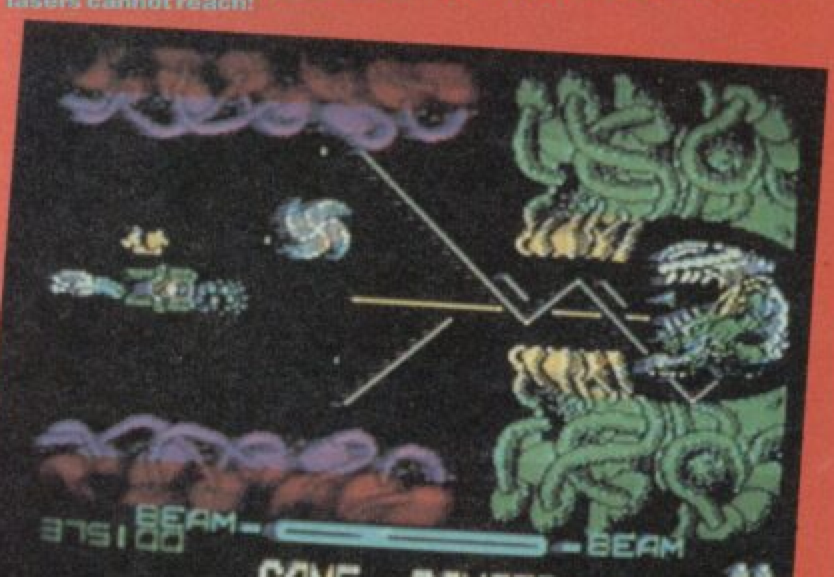
I could go on adding to the list of brilliant things, but really it all boils down to this: *R-Type* is a fiendishly addictive and difficult shoot 'em up with great graphics, loads of colour and the kind of knobs which make it scream "Hey, I'm absolutely playable — come and have another go!". In fact I think I will. Oh dear, I can't move for some reason. Yaaarrrghhh! I enjoyed playing *R-Type* so much that I've become paralysed from the spleen down, it's not fair, it's not fair — I want another go!!!!



Here's one of the brilliant weapons you can upgrade to. Looks pretty powerful, doesn't it? That's because it is!!!



And here's the three beam laser thingy. It reaches the parts other lasers cannot reach!



Blimey — that nasty's a little bit on the 'mega' side, isn't it? Hold tight chum, while I prime a fireball to send into your jaws!

YS CLAPOMETER

An unmissable shoot 'em up. As addictive as Angel Delight and twice as butterscotchy. As faithful a conversion as one could hope for. It's a corker.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

9



RETURN OF THE JEDI

Domark/£9.95/+3 version £14.95

Duncan First it was *Star Wars* in which a war was carried out against a backdrop of stars, then it was *The Empire Strikes Back* in which The Empire, er, struck back and now it's *Return Of The Jedi* in which *(Yes we know, in which the Jedi come back again. Now get on with it or you're fired. Ed).* Eeeer. Oh dear. Um, anyway, we now have the third part of the trilogy, so without further ado let's have a meatshop.

If you were expecting something in the same vein as Domark's two previous *Star Wars* games (vector graphic shoot 'em ups) then you'd be wrong. This one's a scroller. A diagonal scroller to boot (like *Alien Highway* and *Highway Encounter*). There are various different stages to the game, so let's start with level one (and why not). It's a diagonally scrolling (top right to bottom left) forest of Endor. You play Princess Leia on a speederbike and you have to avoid both the trees and the Imperial Stormtroopers (also on speederbikes). Both would be easy on their own, but together things are decidedly tricky. Keeping out of the way of the Stormtroopers often leads to tree-collisions, and paying too much attention to the trees can result in a Stormtrooper taking you out unawares from behind (oo-er).If you get to the end of this stage you'll be treated to the sight of a band of Ewoks doing something that will make them go blind, or at least that's what it looks like.

The next stage is the Death Star, where you're in control of the Millenium Falcon with the task of blowing up the central reactor. Again it's a diagonal scroller, and the object is to avoid the dangerous protrusions jutting from every wall as they scroll inexorably towards you. Avoid enough protrusions, blow up the reactor and it's onto stage three, which is really more of stage one, but with more trees and Stormtroopers. Stage four is more diagonal scrolling, only this time you're in charge of an Imperial Scout Walker, and you've got to avoid/shoot oncoming logs and boulders.

Graphically the game is quite neat. The scrolling is fast and smooth, and the sprites are nicely animated. The control response is very good too. In fact it's all quite addictive — for a while — but the only real problem is substance, or rather lack of it. If you're looking for something to while away a bit of time then you could do worse than *Return Of The Jedi*, but if you're looking for something a bit more 'special' then maybe this isn't for you. It's not awful by any means, but then again it ain't brilliant either. Ho hum.

YS CLAPOMETER

Third of the Star Wars games, and a total style departure from the previous two. Not a bad little diagonally scrolling avoid 'em up, but then not a particularly brilliant one.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

7

BY FAIR MEANS OR FOUL

Don't you just love boxing? The crowds, the atmosphere, the smoke, the clash of the bell, the grunts, the sweat, the swift nasal exhalations, the count, the money, the divorce settlement, the suicide attempt, the brain damage. Oh yes, it's a great sport, but does it really work on the computer?

No.

There simply aren't enough moves. In boxing you've got your standard punch, your er, punch, and of course the punch. Not very impressive at all.

So when Superior came to attempt a boxing game they were very cunning about it, deciding to include the foulest, most disgusting, loathful and unlawful of boxing moves: the head butt (ooh), the kick (aah), the knee (no!) and the groin punch (swoon). All these among the customary defensive blocks and normal punches and jabs make sixteen moves on one joystick. The idea is to ascend the world rankings to World Champion by pulping the six increasingly deadly muscular monoliths standing in your way.

You have fifteen rounds in which to pulverise your opponent. Each round lasts 60 seconds. For a KO you have to pummel about twenty-five consecutive punches into Mild Martin's gob. Which isn't easy when he's busy doing the same for you. Alternatively, you can opt to be nefarious and seek an opportune moment to strike with a despicable move — like when the referee falls asleep for instance.

Unfortunately, the graphics are primitive and old fashioned. You and the opponent look like twins with the same pointed angular bodies, toeless shoes and pencil necks — only the shorts differ. The referee is a prat in black who marches back and forth like a bow-legged crab.

Everything moves reasonably smoothly, but effective punches must be delivered from the correct distance more or less — and they miss. This gets annoying when, in the heat of the battle, you attempt to fend off Mild Martin with a cannonball of a punch only to find you're standing a pixel too far back!

The moves are awkward to obtain and often slow to respond. And the restrictions to left/right movement make the characters seem more like shuffling cardboard cut-outs.

The game's tidily presented with a subtle splattering of special effects and humour, but the poor graphics, unwieldy control, and painful speed just prove my point.

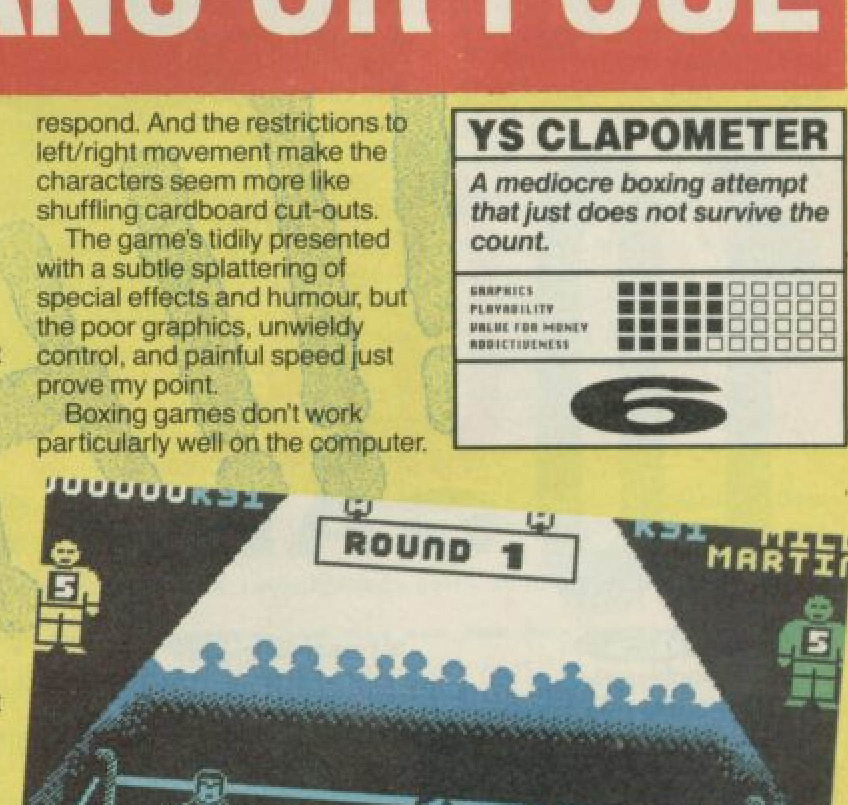
Boxing games don't work particularly well on the computer.

YS CLAPOMETER

A mediocre boxing attempt that just does not survive the count.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

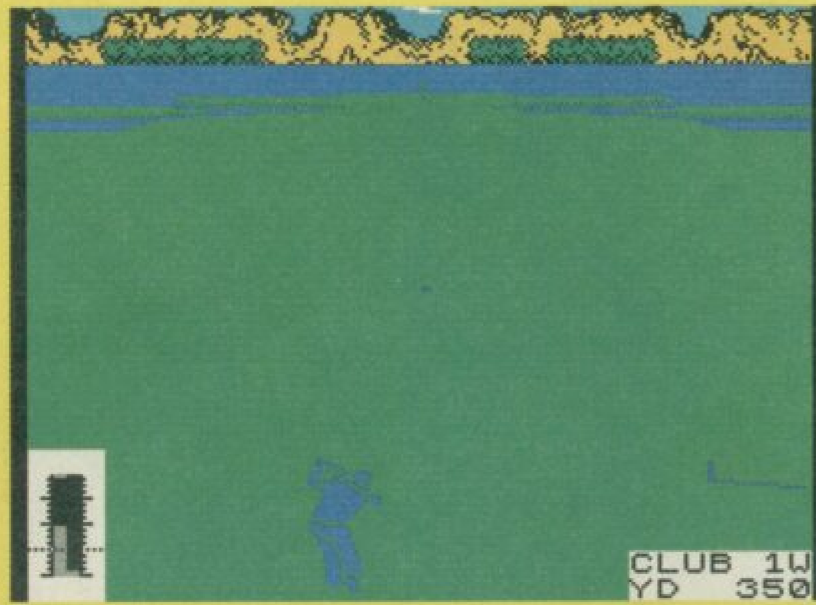
6



10 GREAT GAMES III

Gremlin Graphics/£12.99 cass/ £14.99 disk

Paul & Andrew This is Gremlin Graphics' latest 10-pack compilation, continuing its 'Great Games' series. Like the majority of compilations, there are a few turkeys hidden amongst some real hot hits. Since you'll have probably seen most of the games before we've given each a short resumé plus a new score based on today's quality of games rather than the score the games were given when they first came out.





Dragontorc 4

Wow! An arcade-adventure! Well, forget Magic Knight's games as this is in a completely different style. It begins with a nice little tune and an effective 3D effect but it's not an easy game for beginners. We found it difficult to get through the gaps in the walls and there are also invisible walls which you can't go through at all. We had a pretty hard time just trying to get out of the first screen! Although there are large detailed sprites there's too much colour and this leads to confusion. Though this wasn't bad in its time we reckon it's a bit old hat now, but if you like arcade adventures it may be worth a look.

Impossaball 8

Sounds like an impossible game? Well actually it isn't. It's very easy to begin with, although as you progress through the game the puzzles get completely impossiball! The scrolling is smooth, and even though it's very colourful, there's no clash. We found it easy to get the hang of and extremely addictive, and we'd definitely recommend it to any ballbuster anywhere. Boing Boing Boing!

Fighter Pilot 3

Bleurgh! A 1983 game on a 1988 pack? It's so terrible that you won't even need to be told it's an '83 game 'cos you can tell by looking at it! There is no scenery at all, only green for grass and blue for sky. It's terrible to control, and very easy to disappear into the ground instantly. We hated it.

Firelord 7

Another arcade/adventure! This one's rather in the mould of *Sabre Wulf* with extra objects and trading thrown in for good measure. The graphics and sound are adequate and it is easy to understand. Overall, it's a good game unless you're a real arcade adventure freak.

City Slicker 6

This one should really be renamed *Jet Set Willy*'s revenge! It looks, sounds and almost plays just like *JSW*. But this one's harder to play and has larger sprites. *City Slicker* is a very playable game in fact, but the lack of things to do make it a touch boring after a while. It's almost impossible to control on a rubber Speccy, as it uses Q,W and C/shift. Even so, the characters are colourful and well animated. Maybe it's the '88 remix?

10 Frame 8

Strike! Yet another ball game, but this time it's indoors. Yes, it's ten pin bowling. There's a realistic feel about it, and it's easy to understand though you wouldn't think so from the size of the instructions! The way the ball bounces down the alley (fnurgle wurgle) and knocks the pins over is well animated. It even sounds good when you make a strike! Though *10th Frame* won't completely 'bowl' you over, it's actually quite a good game.

Survivor 3

Read the scenario . . . 'putting pods in incubators, destroy a race of aliens' . . . and this game sounds pretty good. Load it up and the loading screen leads you to believe that this game is going to be pretty good. Even the title tune reinforces your ideas that this is going to be a package worth playing! But no! Unfortuntely, this game is dreadful. The graphics are messy and the gameplay tedious. Play only if you're a masochist.

Leaderboard 8

Fore! *Leaderboard* has to be one of the best golf simulations we've ever seen on the Speccy. Not only does it sport (no pun intended) beautifully animated graphics but there's a pretty realistic game in there as well. You control a golfer and basically all you've got to do is select the appropriate club, depending on the length of your shot, and then simply whack the ball. There are four courses to play and three levels to play them at. Of course, they aren't all straightforward shots — there are water hazards and islands to use as extra green space, though how the player gets there we couldn't figure out as there are no bridges. The 3D perspective is excellent and the player is well animated too. Anyone that likes simulations will find this a lump of gold amongst some of the other (7) iron in this pack! (*Very funny. Ed*)

Ranarama 6

When this first came out *YS* raved about it. It's not the sort of game for those who like instant playability, unlike *Gauntlet*. It's also an annoying game — when you enter a new screenful of rooms, they don't show up until you actually go through the door. Not only that, it's quite hard, but a few goes on it give you some idea of what to do. The rooms are colourful and detailed, but not cluttered. There's even a pretty natty sub-game, where you have to swop letters around to make 'RANARAMA'. All in all it's a brilliant game for those with an IQ of over 150!

Rocco 7

As I see it, 'arry, dis is my sort of game. 'Itting people 'round the head is good fun, innit? *Rocco* is one of those games that's dead simple to get into, as it only has four keys (left and right hook and defence). What's more it's quite easy to knock out the first boxers. With keyboard, it's simple to control, but impossible with joystick. The restricted movements are okay for new Speccy gamesplayers, but older users may find it gets boring after a while.

Sound is non-existent, and there isn't even an 'oof' as your opponent gets thumped. Overall, it's a good little game, but it's one that won't keep you playing 'cos it gets boring due to lack of moves.

YS CLAPOMETER

A compilation that really is a mixed bag — some of the games really are great but others let the side down. Overall though pretty good for the money — but not the best!

6

NEW MICRO BLASTER



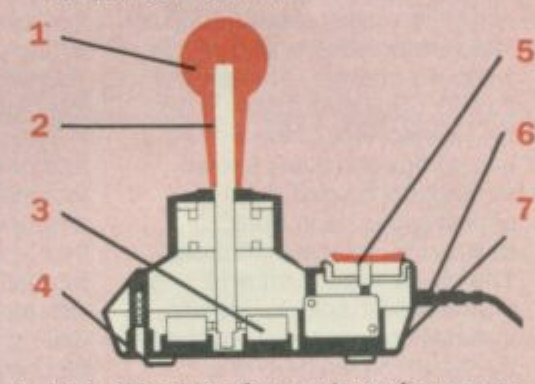
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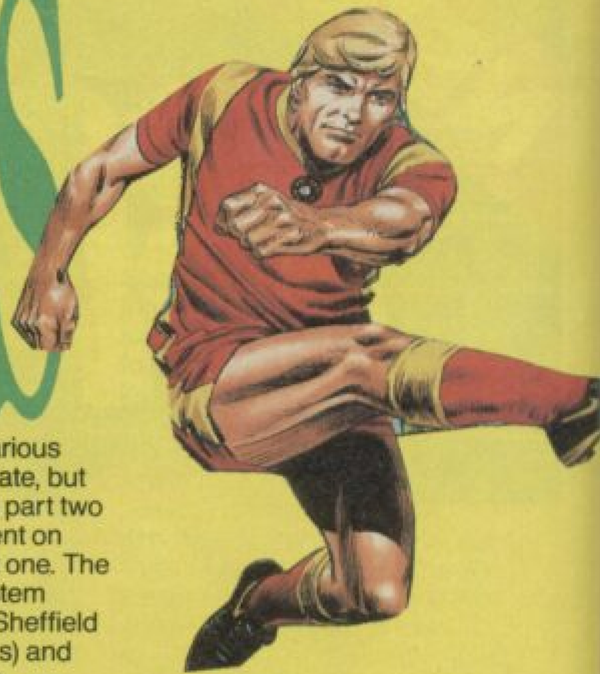
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ROY OF THE ROVERS



Gremlin/£7.99 cassette, £12.99 disk
Marcus "The lads done great, Brian, the lads done great." It's odd, isn't it, the way managers speak an entirely different language to the rest of us. You and I would have said "the lads have done well" or "the lads did well" or "the lads were great" — and I know a couple of people who'd've said "the lads, they're well wicked, narmean?". But "the lads done great"? Leave it it out, Brian.

The obvious explanation is the immense pressure these poor saps live under. I mean, look at them. Five matches without a win and they're off to the job centre, with only a sheepskin coat and a silly hairstyle to show for it all. But one man has survived where all the other managers have failed — Roy Race.

Yup, Roy hasn't done badly, I reckon. 1000 years on, he's still player-manager of table-topping Melchester Rovers, and all without a change of hairstyle. First in *Tiger*, and latterly in his own comic, Roy of the Rovers has confronted every known managerial hazard, from crippling injuries to freak hailstorms, and he's still there. The man's a ruddy miracle.

And now, thanks to Gremlin, he's been honoured yet further by becoming the hero of a computer game. Actually on Gremlin's recent form that's not up to much, but *Roy Of The Rovers* is a good deal better than the Gary Lineker titles. In fact there's quite a neat little game lurking in this unlikely package.

The plot is as ludicrous as ever (has someone been reading *Billy The Fish?*). Melchester Rovers is to be taken over by city property developers, and Roy Race has organised a celebrity 5-a-side tournament to raise funds to stop them. But lo! his entire team has been kidnapped, and Roy must whiz around the streets of Melchester, find his team members and get back to the ground by 5 o'clock — or all is lost.

Daft, eh? What this all leads to is a two-game package in which Roy first finds his team (or in my case doesn't) and then plays the celeb match.

The first part is much the more interesting. The streets of Melchester are conveniently arranged into a giant square grid (there's a map in the game's packaging), so around you wander, looking for clues (ooo-wah) and talking to people as you meet them. By flipping the roads around 90° every time you turn a corner, the computer makes sure you're always travelling from left to right or vice versa. This can be confusing at first — but Gremlin tried this before with *Deathwish III* (less successfully, as the game needed faster reactions), and thanks to a useful compass you soon get used to it.

As well as moving around you can also activate certain windows. Yes, it's impersonate-a-Macintosh time again, as windows pull down from the horizontal menu at the top to reveal all manner of options, including "chat" to anyone you happen to bump into or, even more bizarrely, "smile". But then that's like real life — grin at the wrong person and you'll find yourself beaten up for your troubles.

The puzzles here are tricky and not easily solved, and the fact that you have a limited amount of time to do it means that when you get to play the football match, you do so initially with just one player — Roy Race. Galling though this is, it does in fact help you practise for future games, when with luck you'll finally get to rescue a player or two and have a little more help punting the pill past the celeb goalie.

If the game is let down by anything, in fact, it's in the football department. Yes, I know, we've seen millions of these games now and none of them is a patch on *Match Day 2*, but the way everyone comes up with ever more tatty and unplayable versions of that classic is deeply disheartening. There's got to be another way of representing footie on the Spectrum. But that said, this one's not that bad a game of Speccy boot — the whole shebang wouldn't be worth playing if it were — but I wouldn't suggest you buy the game for that part alone. Control is tricky, it's all but impossible to tell the two teams apart, and it's a matter of the greatest fortune if you manage to score a goal.

No, the attraction of the game is the way the two parts combine so neatly. In most of these multi-game packages, the various parts are entirely separate, but here how well you do in part two depends to a great extent on how well you did in part one. The programmers were System Applied Technology of Sheffield (crazy name, crazy guys) and they've done a good job.

Final trivia note: You may have thought this game came out yonks ago. Well, it didn't, although Piranha originally had the licence and went on and on about it, advertising it, putting it on its release schedule, the works. When the company went down the tubes, the licence became free again, and Gremlin snapped it up. An impressive performance, eh, Roy?

"The lads done great, Brian, the lads done great."

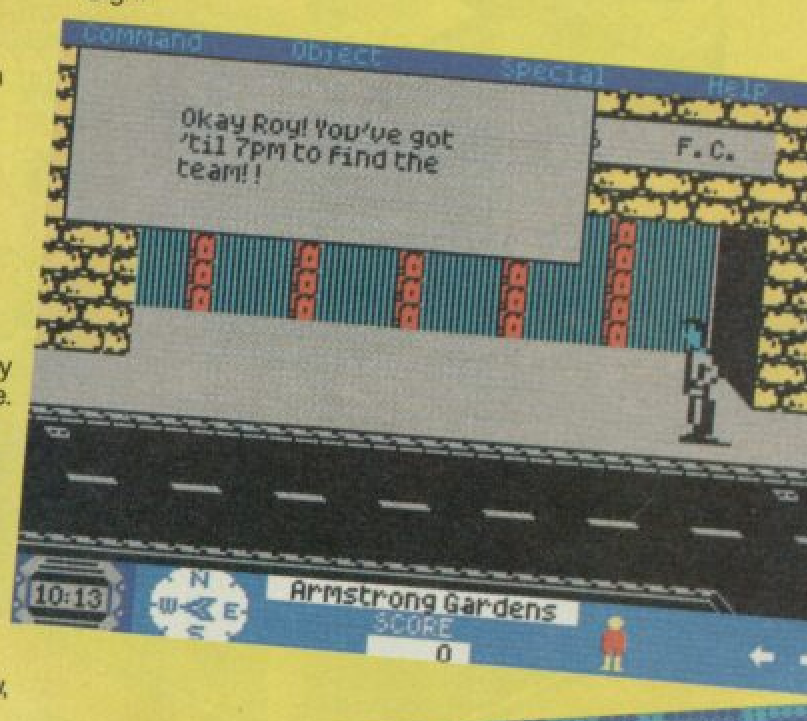
Sigh.

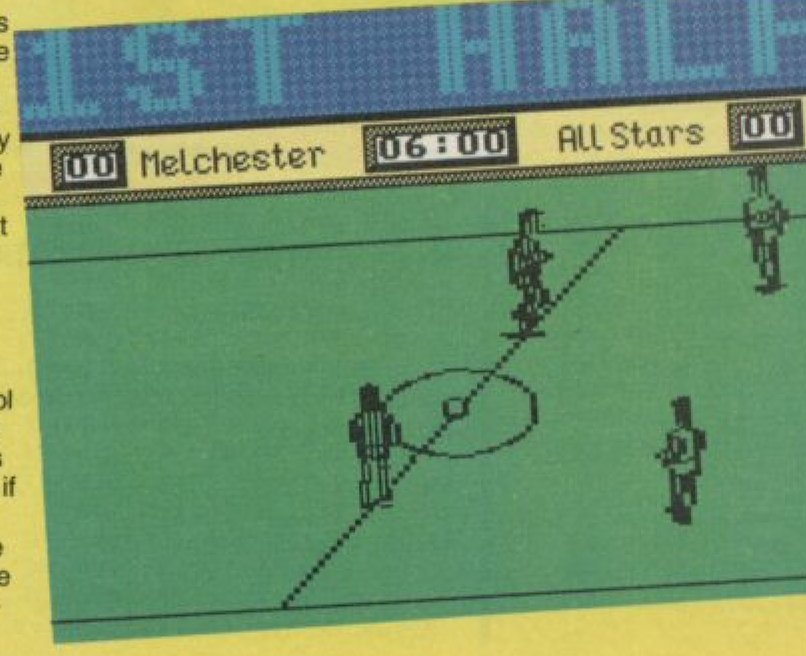
YS CLAPOMETER

Neat variation on the football game which really captures the atmosphere of the comic strip. Only the actual football bit lets it down!

GRAPHICS	■■■■■■■□□□
PLAYABILITY	■■■■■■□□□□
VALUE FOR MONEY	■■■■■■■□□□
ADDICTIVENESS	■■■■■■■■□□

7






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BARBARIAN II

Palace/£9.99

Marcus Gwoaaarrrr! Woohooohooohooohooh! WAAAAARRRGGH! *(Get a bucket of water, someone. Ed)*Ker-SPLOSH! Thanks, I needed that . Now, where were we? Ah yes, *Barbarian*, which vaulted suggestively to number one on the back (or indeed the front) of the curvacious Maria Whittaker. Another year, another beat 'em up, and here we are again with the still pneumatic Ms Whittaker posing in tiny strips of metal that only the most broad-minded person would ever describe as clothes. No doubt the game is throbbing to the top of the charts as I write.

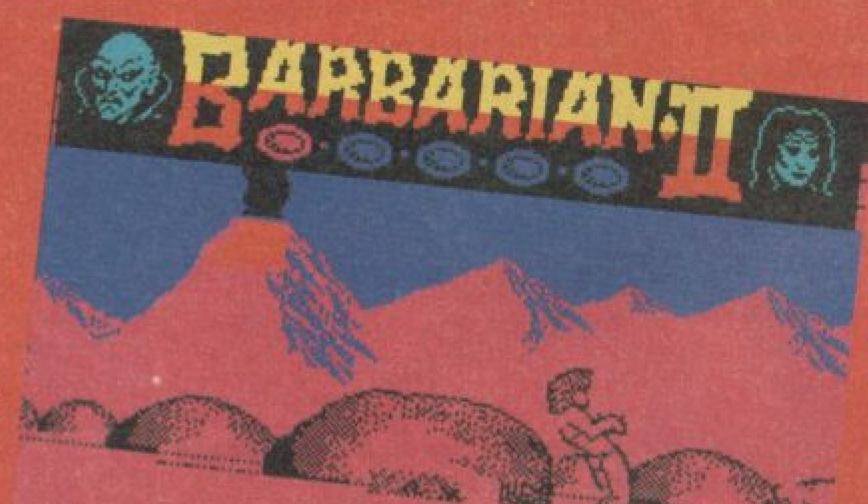
"Ah, yes, but what's the game like?"

What? Did I hear that properly? Did you ask what the game's like?

"Yup, what's the game like, you total pillock?"

Oh I see, you want to know what the game's like. Well, not a lot, really. It's just another beat 'em up, and not a very interesting one at that. But does anyone really want to know that? Isn't the game perched lustily on top of the Gallup Top Thirty?

For indeed that's the problem with these *Barbarian* games. They're basically a case of "nice poster, shame about the game," and while this is much better than its predecessor, it's still not terribly exciting.



You can play either the barbarian or the princess and there are three levels to fight through — the Wastelands, the Caverns and the Dungeons — before you get to the Inner Sanctum of Drax. Each of the levels is mainly just an excuse for different scenery, and is made up of 28 'rooms' arranged in a rather tricky maze. Unfortunately to get through the maze you have to fight umpteen badly drawn nasties, each of which needs dispatching in a different way. You also have to collect two magic thingies from each level which will give you a chance in the later harder levels.

It's all pretty swift, and quite slickly programmed, but yet again it seems that a software company has tacked together two fundamentally incompatible game types without thinking of the consequences: in this case, slash 'em up and arcade adventure. As we've seen so often before, the combination fails because neither works by itself and they definitely don't work together.

Not that it's entirely without challenge. It's certainly quite fun to work out how to dispose of the saurian beasts, mutant chickens, stabbers, floaters, orc guards, giant grubs and so forth, that are so completely determined to chop you into little pieces and chuck away the bones. But the maze is a distraction, and there's not enough in the fighting to distinguish this from the eight billion other slashfeasts that the software industry has churned out over the millennia.

Last year *Barbarian* sold a healthy number of copies and surprised everyone. But considering its commercial success, it wasn't exactly prominent in our Game Of The Year feature at the end of the year. *Barbarian II* is unlikely to improve on this performance. Still, to all you lustbuckets who have already pinned up their posters, I'm sure that's not really important. Is it?

YS CLAPOMETER

Slobbery follow-up to everybody's fave slash 'n' drool game of '87. Fab poster, but the game's not up to much.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

6

DOGFIGHT

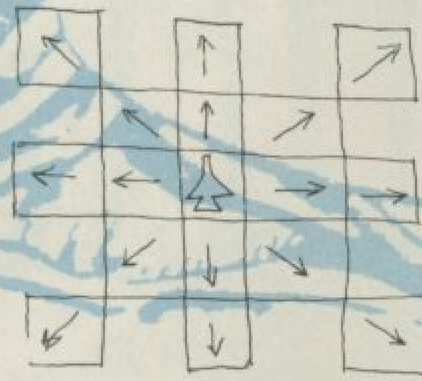
AN EXCLUSIVE *YS* BOARD GAME ESPECIALLY DESIGNED BY DAVID HAWCOCK

When other magazines (and we're not only talking computer mags here) give away a free board game you know pretty much what to expect — a pull out page or two with a segmented meandering road drawn on it — 'start' written at the beginning, 'finish' written at the end and messages in between saying things like 'go forward three spaces', 'go back two spaces' and 'miss a turn' yawnno! Well, you're reading *Your Sinclair* here, so have no fear. We've got a board game that'll keep you coming back for more and more and more. *(And even more! Ed)* We asked David Hawcock, a board-game designer (he actually does it for a living — a professional) to produce a brilliant and original game for us. And, by cracky, he has — it's a strategy game, it's a shoot 'em up, it's absolutely and totally corkendous! It has to be played to be believed. Well. What are you waiting for then? Geddit together.

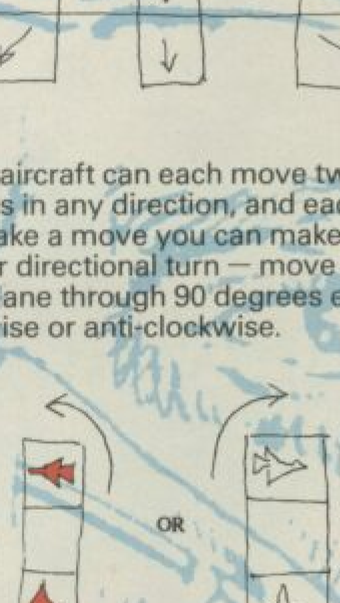
GAME RULES

1) The board is laid out as shown. Note that the squares can all be spaced out more (the sides don't have to be touching), depending on how much room you've got — this isn't the kind of game you can play in an airing cupboard — the drawing room floor is the best bet.
2) Up to four aircraft for each player are arranged at the beginning of the game as shown, and moves are taken consecutively. Decide who starts by flipping a coin or the cat or something.





3) The aircraft can each move two squares in any direction, and each time you make a move you can make a quarter directional turn — move your plane through 90 degrees either clockwise or anti-clockwise.



Okay, we've sussed out the moves — how do we score?

4) Okay, okay. Points are scored by attacking your opponents aircraft. You can only attack from the back and sides — NOT from the front. And you can only attack from a distance of three squares away (or less).



Each time your aircraft is attacked you must make a note of it on the removable card strip which you have on the aircraft stand. Once a plane's been hit five times it's out of the game.
5) You cannot attack an opponent if your line of fire is obscured by a symbol square, but if you move onto one of the four 'Sun Symbol' squares (in the centre of the board) you are allowed another free move (and 90 degree turn).
6) Attacked aircraft must move from danger as soon as possible, the next move.
7) If two planes fall on the same square then BOTH planes are removed from the game (mid-air collision, as favoured by Spanish Air Traffic Control). This can be very useful if your plane is in a losing position, i.e. has sustained four hits, cos you can move onto the square of an undamaged opponent plane and wipe it out in a tactically advantageous kamikaze fashion.
The loser is, as you might have imagined, the first person to have zero aeroplanes left on the board, although bearing rule seven in mind it is actually possible to draw the game. Still the only way to discover the myriad thrills spills and tactical skills is to play it! So get on with it. Oh, if you come up with any tipshop tips for playing with write in and tells us at Dogfight Tips, *YS*, 14 Rathbone Place, London W1P 1DE.

PLAYING BOARD CONSTRUCTION

The board layout is made up of 64 squares, each measuring 100mm by 100mm. 12 of these squares are 'symbol squares', and we've supplied you with these on the double page spread: stick the pages onto card and cut them out. The other 52 squares are plain, so just cut them out of white card — come back when you've finished. Tum de tum de tum. Oh, hello again. Got your 64 playing squares? Got your eight aircraft? Good — then you're ready to play.

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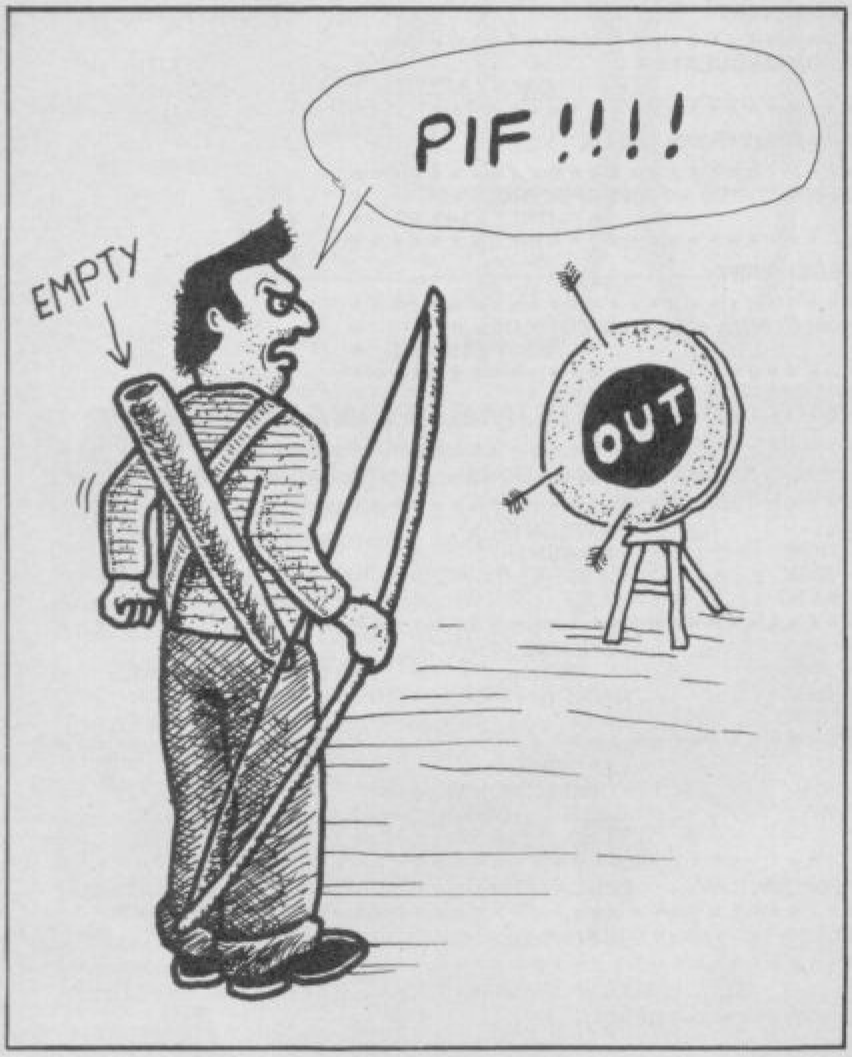
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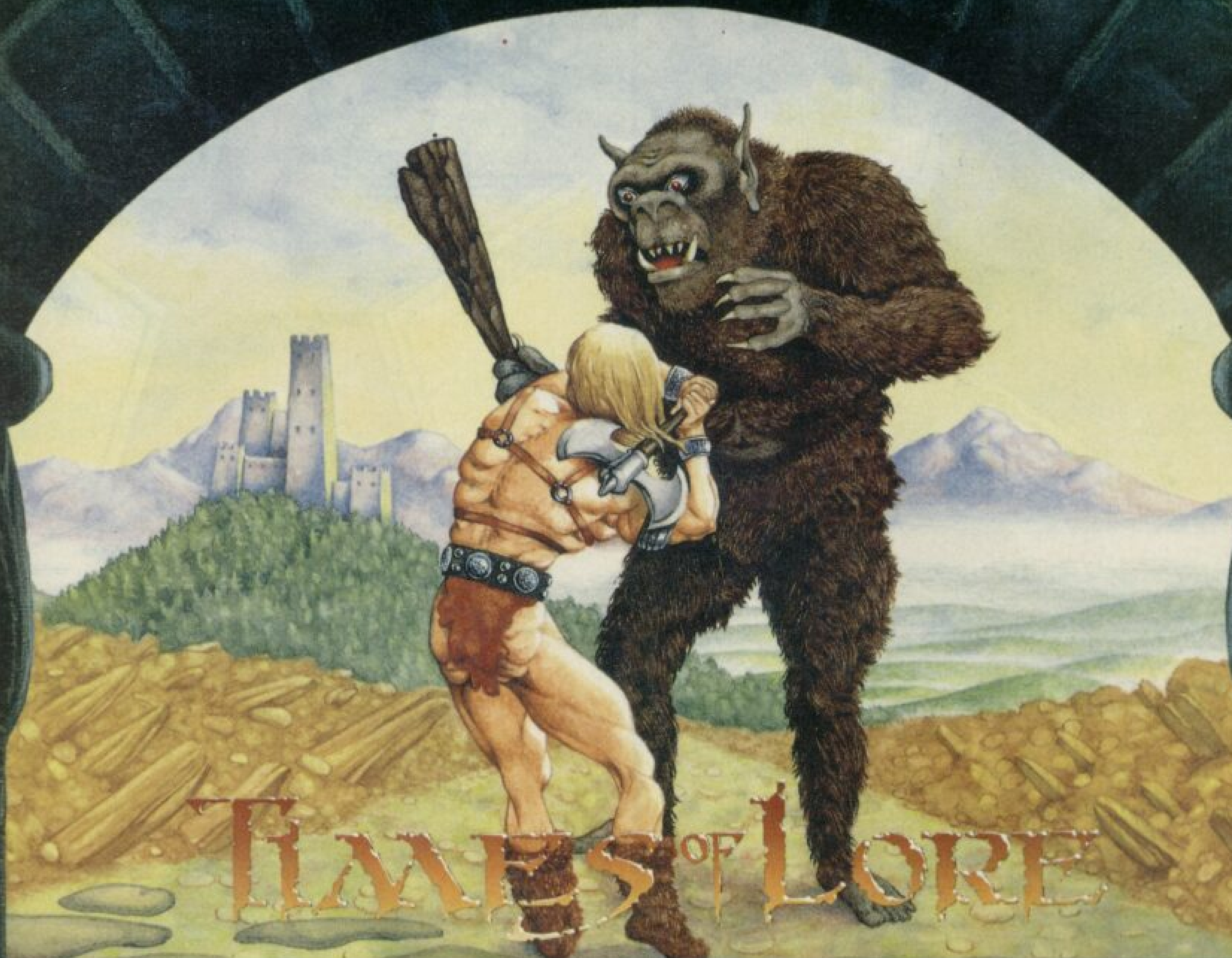
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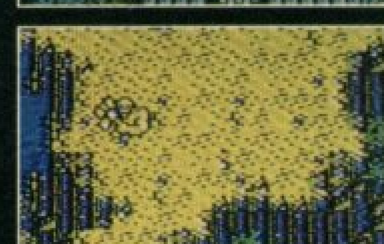
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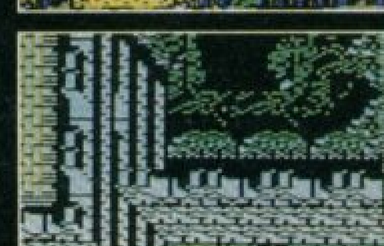
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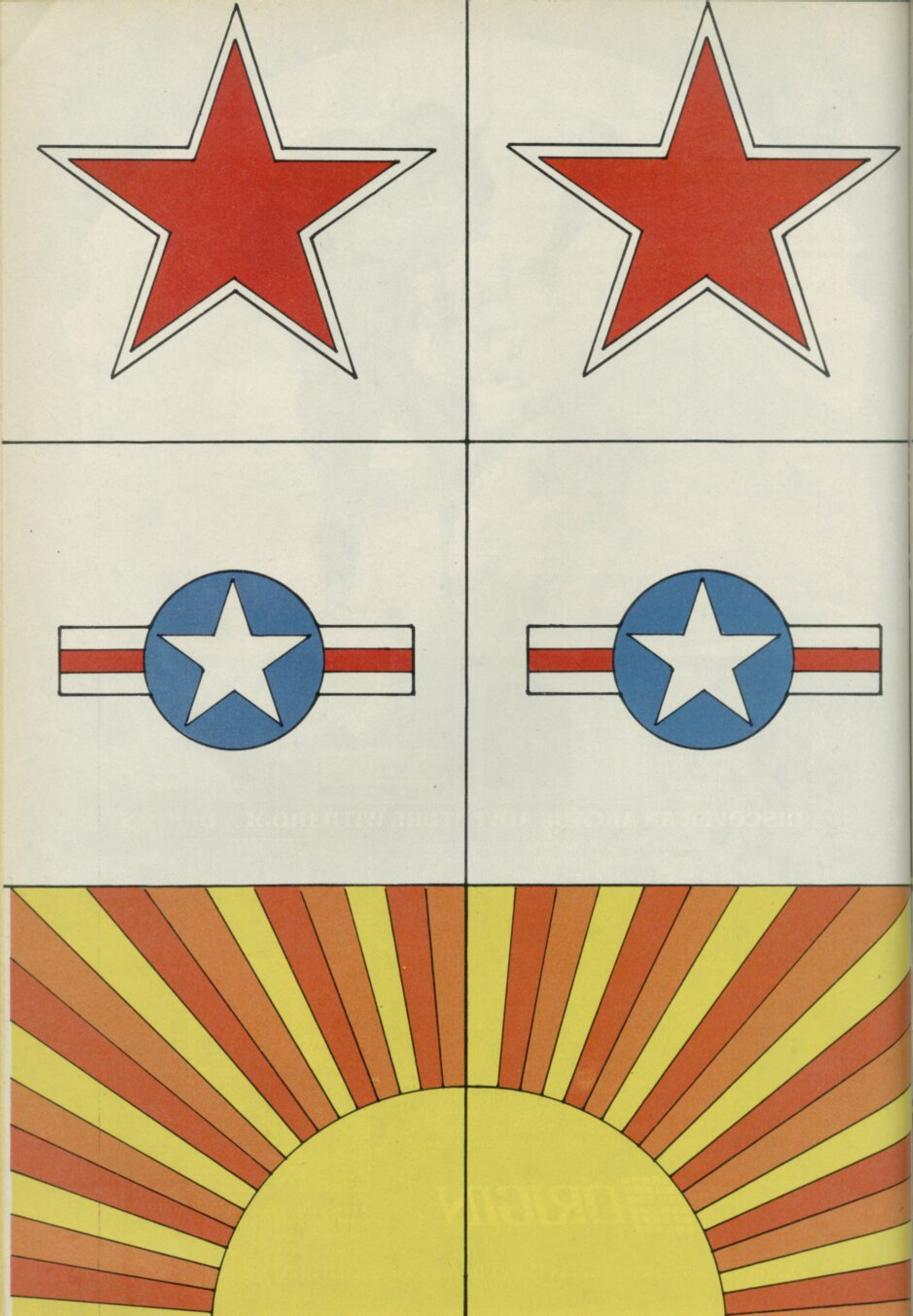


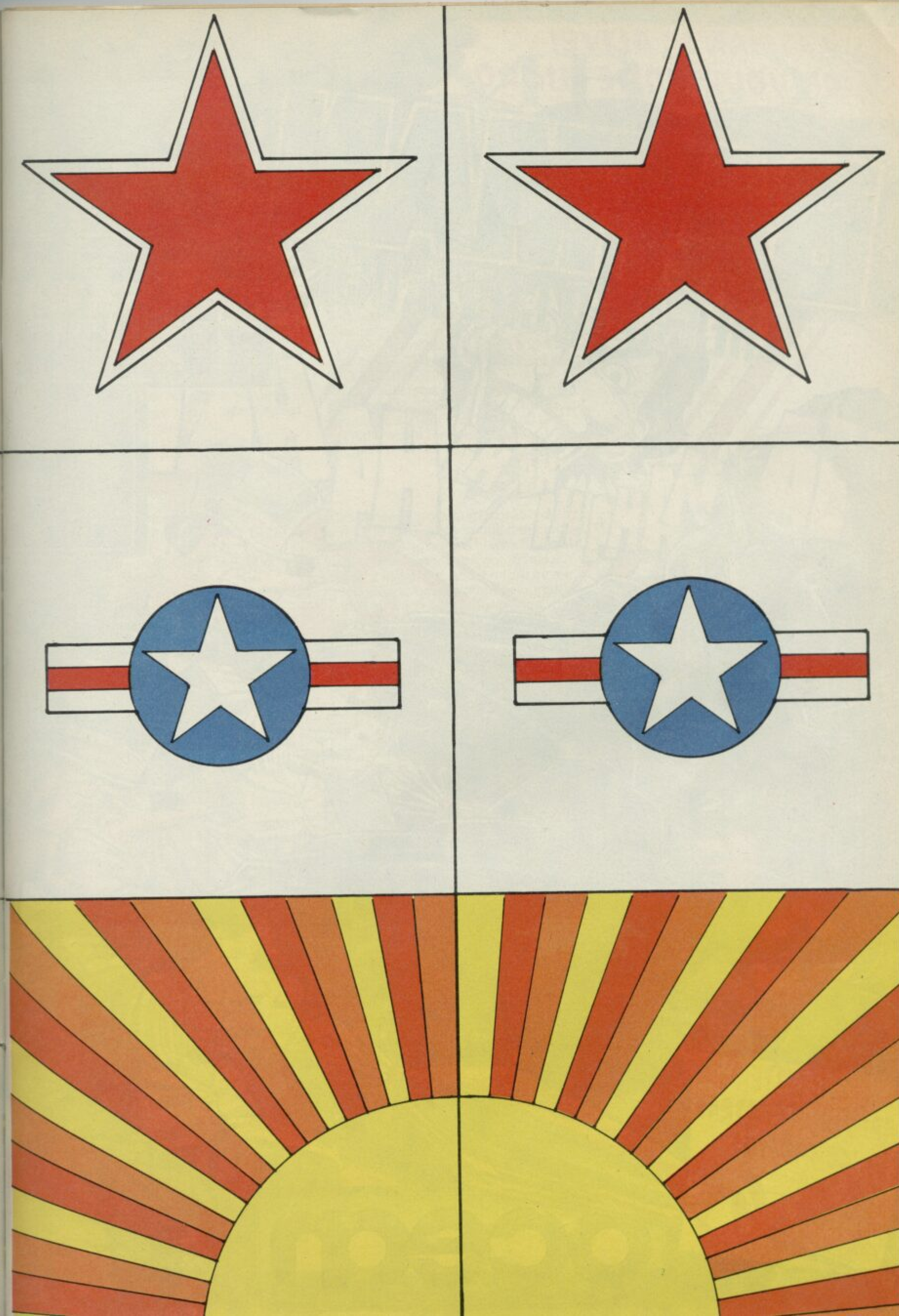
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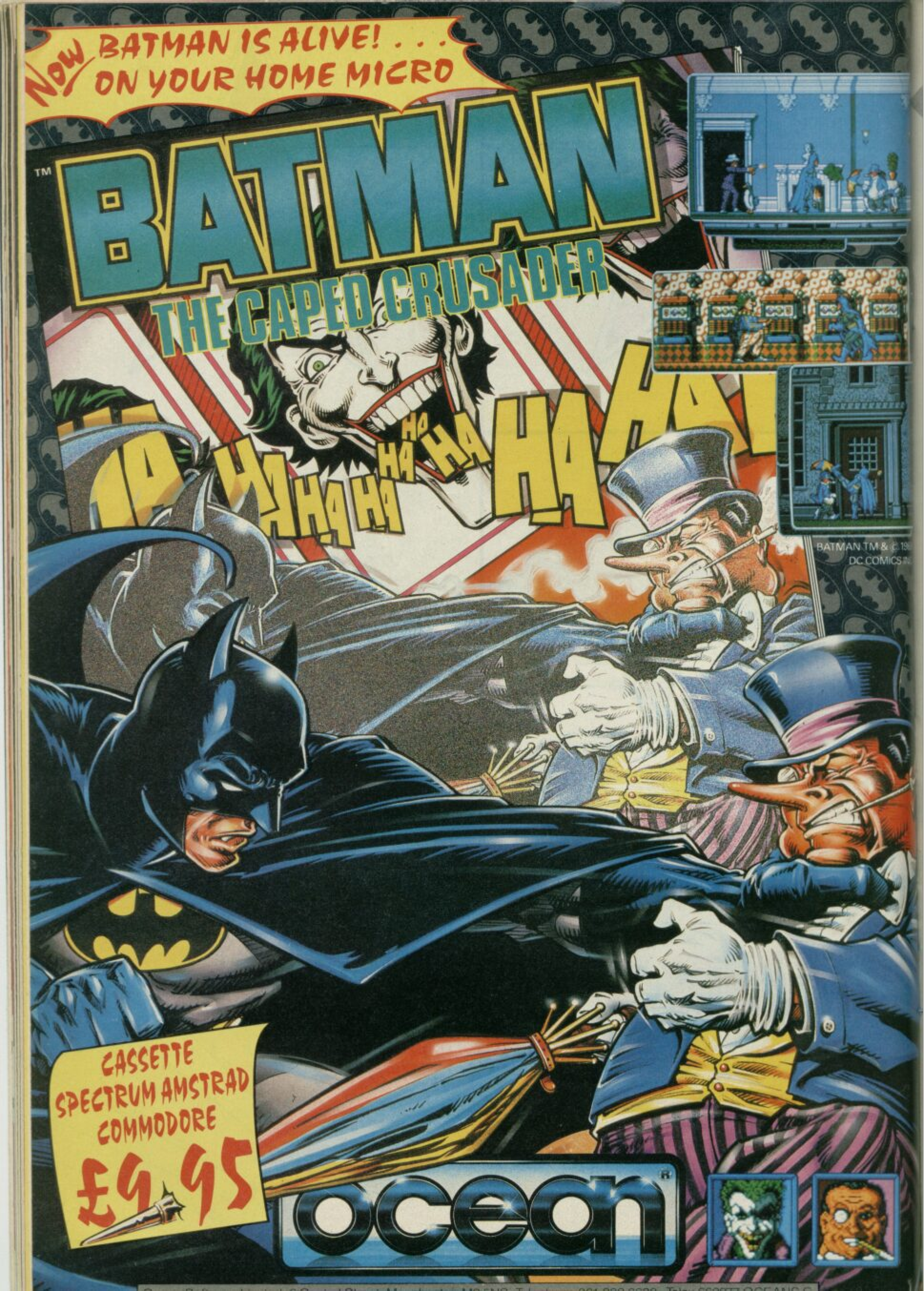
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ORIGIN

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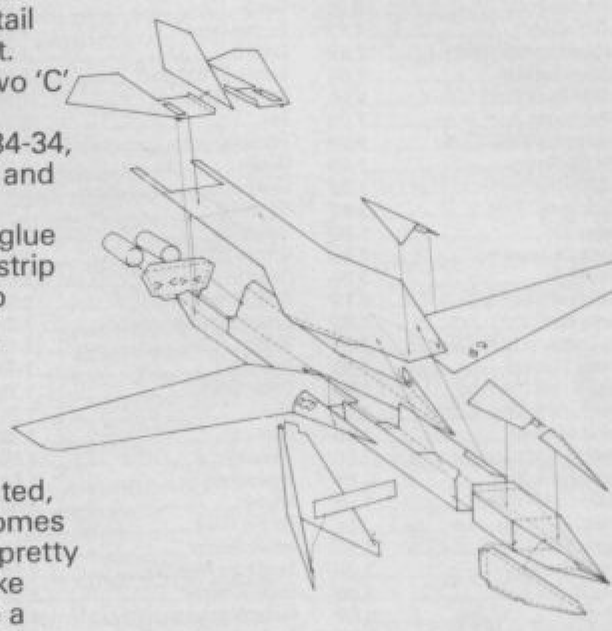


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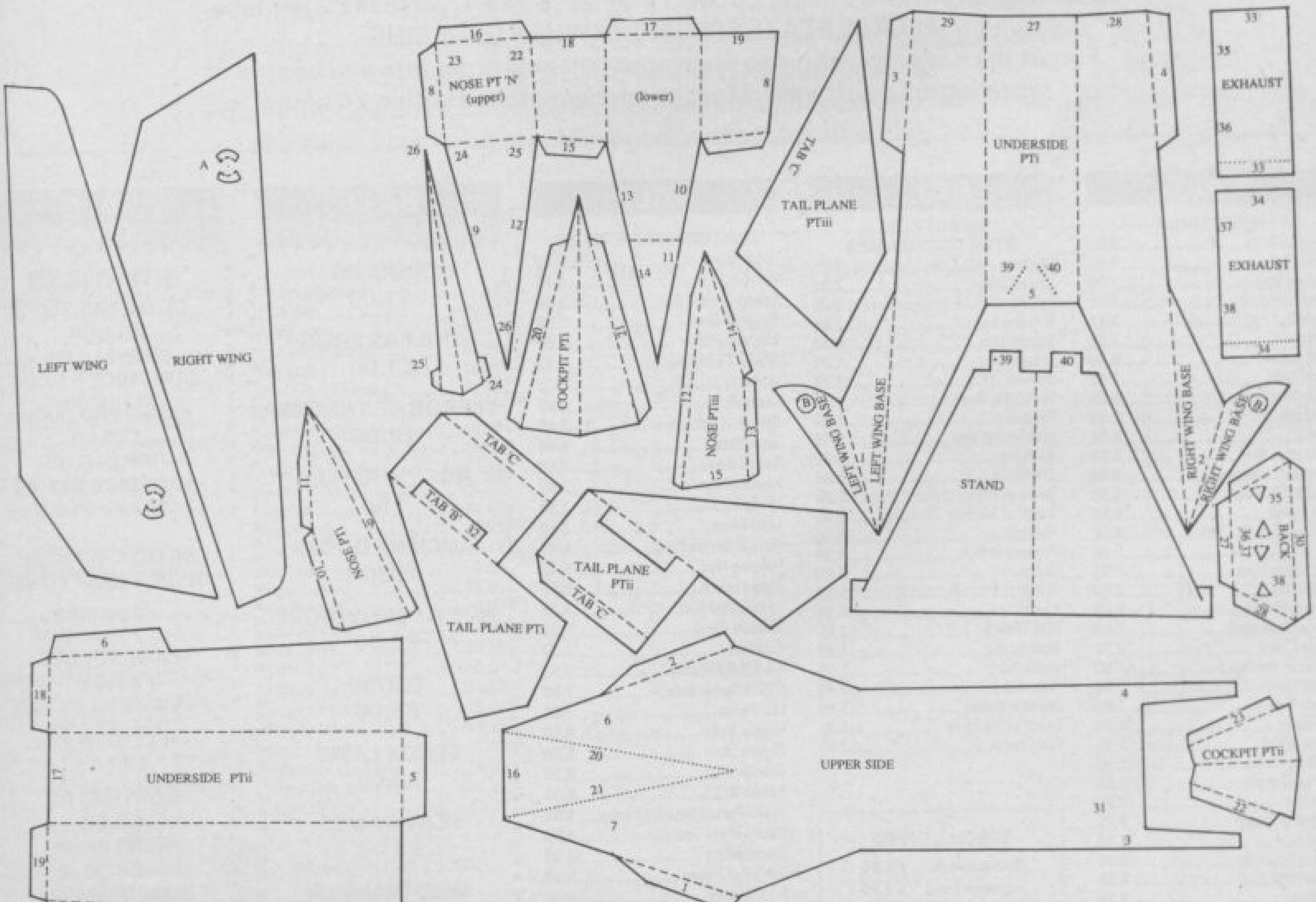
ASSEMBLY INSTRUCTIONS

First of all you either have to trace or photocopy the aircraft layout page onto thick paper or thin card. Then get some scissors and a pot of glue together and you're ready to go. Just follow the simple steps.

1) Cut out plane underside and two wings. Sandwich the right wing in between the two halves of the wing base, slotting tabs labelled 'A' through hole labelled 'B'. No glue is required — ensure the wings move freely. Repeat this for the left hand wing.
2) Cut out the plane upperside. Glue onto underside 1-1, 2-2, 3-3, and 4-4.
3) Cut out the plane underside pt ii, glue into position 5-5, 6-6, 7-7.
4) Cut out nose pt iv, glue 8-8. Glue nose pt i into place 9-9, 10-10, 11-11. Glue nose pt ii in place 12-12, 13-13, 14-14, 15-15.
5) Join complete nose onto body 16-16, 17-17, 18-18, 19-19.
6) Glue cockpit pt i into place 20-20 and 21-21. Glue cockpit ii into place 22-22 and 23-23. Glue cockpit iii in place 24-24, 25-25 and 26-26.
7) Glue plane 'back' to rear of aircraft 29-29, 30-30, 27-27, 28-28.
8) Cut tail plane i. Glue onto plane upperside, fold tab 'b' in and glue onto body underside 31-31, 32-32. Do not glue tab 'C' down. Repeat this for tail plane ii on opposite side of aircraft. Slot tail plane iii in between the two 'C' tabs and glue.
9) Assemble exhausts 33-33 and 34-34, glue onto plane back 35-35, 36-36 and 37-37, 38-38.
10) Cut out stand. Fold in half and glue plane on top 39-39, 40-40. A card strip should be slotted into the stand to keep the score for each individual aircraft.



This process looks quite complicated, but once you've made one it becomes almost second nature — which is pretty lucky really, cos you've got to make eight of them. Oh, and it might be a good idea to use different coloured paper for each set of four planes — for ready identification of who's who when you're actually playing. Oh, and never again say that *YS* doesn't give you something to 'do' on Boxing Day.



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The ghost of Christmas presents came to Castle Rathbone and the YS team made a real spectre-cal of themselves choosing a stocking full of fillers!

Merry Crimble little munchkins! The yule tide season brings with it peace and harmony to our poor beleaguered lives, as any fool knows. But has this festive spirit seeped through to the dank den of iniquity that is the *YS* office? Heavens to betsy, no! The sad truth is that the ne'er do wells in this neck of the wood are sooo mean, sooo avaricious an sooo stingy that when poor ol' Santa came to call he got a pretty rough reception. No titbits for the reindeers, no cosy glass of sherry for old Whitebeard himself... just a swift, savage grope in the grotto and the theft of all his prezzies. If you want to know what everyone nicked for themselves, puzzle no further — the goodies are on display through the... arched window...



SANTA'S STICK-UP

Ooo-ERR!

T'ZER'S TASTEFUL TITBITS

The *YS* desperados are headed by their feared leader, **Teresa Kneecapper Maughan** who plumped for the most tasteful of goodies...

"As befits a person of my exalted position I have made choices of the highest quality, and I've naturally selected the most sophisticated and subtle objects. Take these luvverly Spitting Image Charles and Di slippers (£19.95), the perfect footwear for jitterbugging to the fabbo, happening sounds of Stock, Aitken and Waterman's *The Hit Factory Volume 2* (£6.99). Truly a magnificent musical meisterwerk! It has it all — 'love angst and rebellion' — well a thumping good beat anyway! Piece de resistance however goes to the truly wonderful game called... ahem, mumble, mumble... *Fart* (£7.99) which is all the rage at railly naice parties. Which is a shame really 'cos I never get invited to any — I wonder why?"



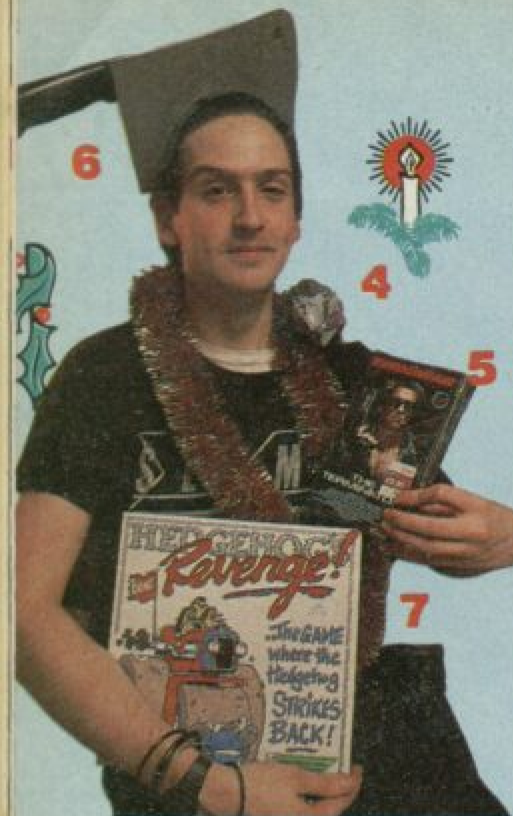
**1 Charles And Di Slippers (£19.99)
Fart (£7.99)
3 The Hit Factory Vol 2 (£6.99)**



THOR'S TRENDY TREATS

For mucho mayhem we turn to vicious man-mountain **Thor**. And with a name like that it's obvious he's the new *YS* designer!

"Aaaargh,whorragh, here comes my Dino-Rider's Triceratops (£12.99) loaded to the gills with death dealing laser cannons and the like. I'm just a big kid at heart and love things to play with. (*Raised eyebrow !!! Ed*) Arnie Schwarzenegger flexes his pectorals (fnurgh) in my video choice *The Terminator* (£9.99), an everyday story of rampaging cyborg cutting a swathe of destruction. Ha, ha, brilliant stuff! A game about hedgehogs sounds tame enough, but *Hedgehog's Revenge* (£12.99) is the game where the prickly



pests get their own back on 'flatten and run' motorists with a smidgin of dynamite. All this is topped off with my perfect fashion accessory, the head chopping cleaver (£1.99). Just think of the fun you can have pretending to your friends that someone's put a chopper through your bonce."

4 Dino-Rider Triceratops (£12.99)
5 *Terminator* video (£9.99)
6 Cleaver (£1.99)
7 *Hedgehog's Revenge* (£12.99)



CATHERINE'S CHRISTMAS COLLECTION

Okay yah it's the arty farty Art Ed, **Catherine**, with her nice little haul from the Xmas smash and grab...



"Christmas wouldn't be the same without The Queen's Speech and a jigsaw so I've chosen this rather delightful fragmented form of Cliff Richard (£2.99) — I can't wait to jiggle him about and put him all back together again. Ooh and I love the *GhostBusters' Ghostzapper* (£14.99) it provides hours of fun blasting away (with four different zapping sounds!) at ghosties and ghoulies. And there are six different projected images of spectres too! If that all sounds too much, don't lose your marbles — you'll need them to chuck at the vast carniverous plant in my absolute fave game ever called *Feed Me!* (£8.75); a veritable little shop of horrors indeed!"

8 Cliff Richard Jigsaw (£2.99)
9 GhostBusters Ghostzapper (£14.99)
10 *Feed Me!* (£8.75)



JACKIE'S JOLLY JAPES

Pictured here with Gilbert The Alien bursting out of her chest, **Jackie** the *YS* Production Editor gets to grips with some truly gruesome gifts...

"I enjoy a bit of the Christmas spirit (hic!) which is why I've chosen these well snazzy Xmas Socks (£4.50). In bright red



cotton with penguins and snowmen these'll keep my tootsies warm all winter. And 'cos I'm so trendy, worrabout this Ferguson Walkman (£14.95) — it'll be great to listen to all my Acid House music. I couldn't resist the T-Shirt of everybody's fave alien, Gilbert (£6.99) — ain't he cute? And finally the angler's delight, *Small Fishing* (£4.99) — that'll keep me happy on Boxing Day."

11 Xmas Socks (£4.50)
12 Ferguson Walkman (£14.95)
13 Gilbert T-Shirt (£6.99)
14 *Small Fishing* (£4.99)

DUNCAN'S DIPPY DELIGHTS

He's completely hatstand, his brain's on another planet — probably Uranus and he's dead greedy 'cos he swiped FIVE prezzies off Santa!. Yes **Duncan**, our resident loony and Staff Writer makes his selection...

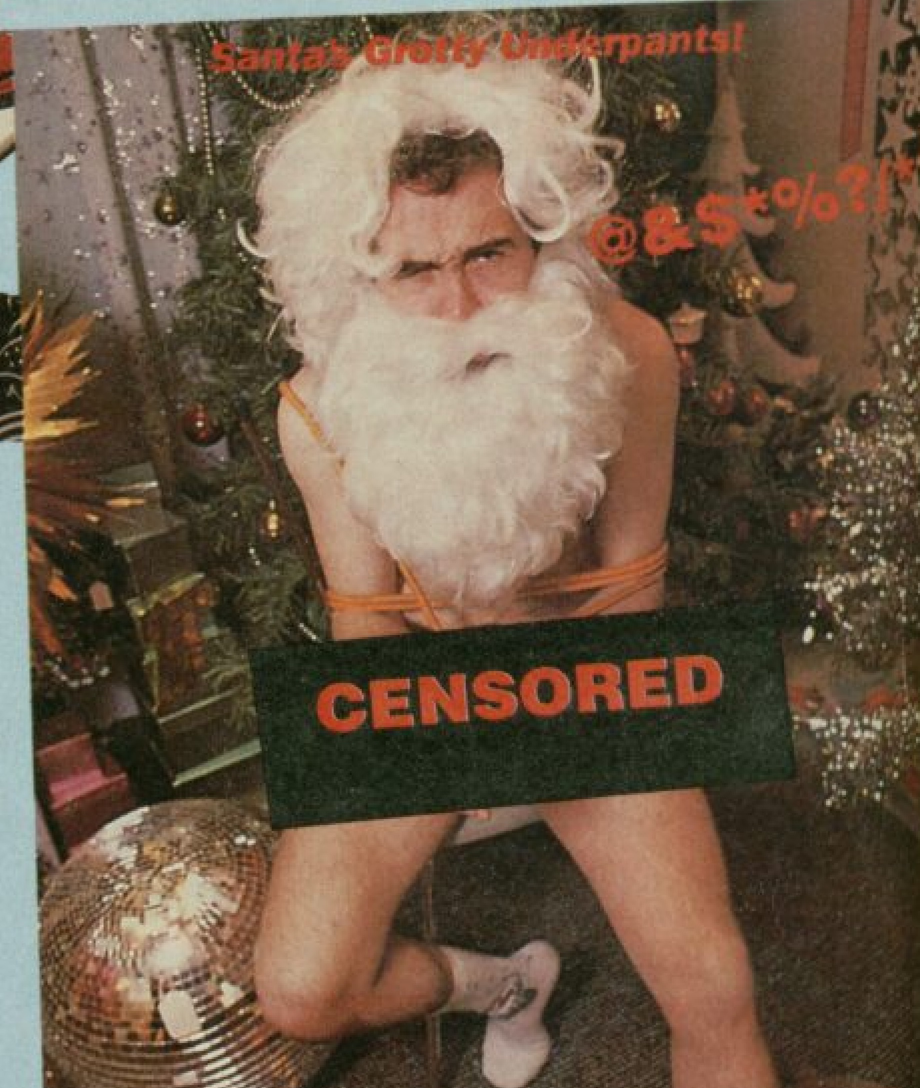
"I've always fancied myself as a bit of an exec so when I spotted this Car Phoney (£2.99) I snapped it up. It's 'the communications tool that keeps you in style without keeping you in touch' and it's brill! If you've always fancied saying "Can I have a P please, Bob" without getting some smart arse answer from the man himself now you can do it in the comfort of your own living room with the board game *Gold Run* (£1.99). Only trouble is, it doesn't come with a plastic pop-up Bob smile. Holy videos its *Batman — The Movie* (£9.99). Kerpow! The dynamic duo once again run round Gotham City witting their pits against those nasty villains, the Joker, Riddler and Penguin. Oh, and I mustn't forget my Potty Shots and Paul Daniel's Magic Set, which'll keep me 'entertained' in the New Year!"

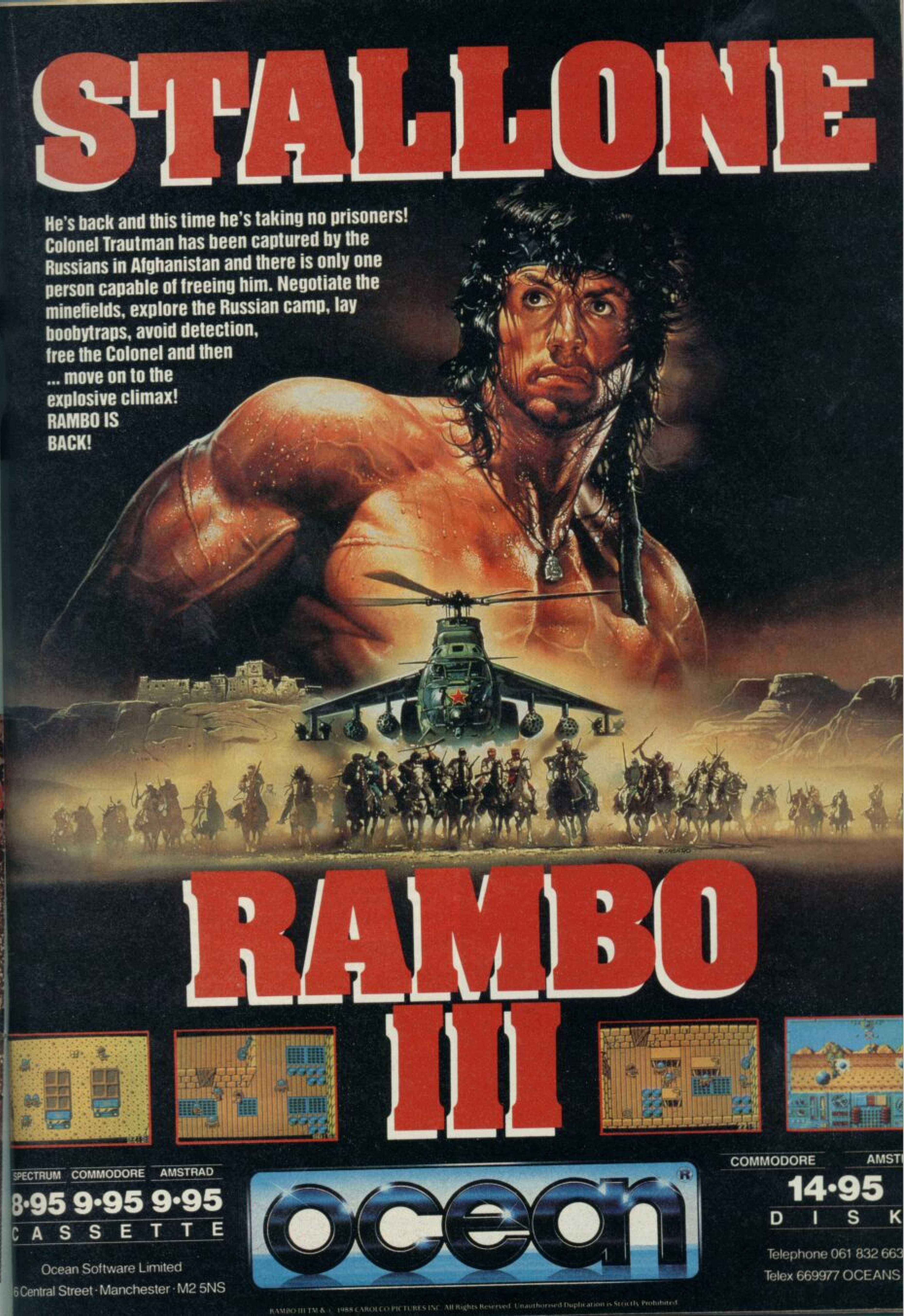


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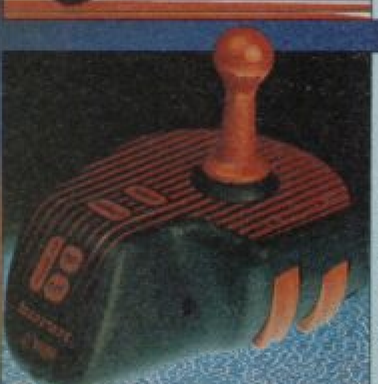


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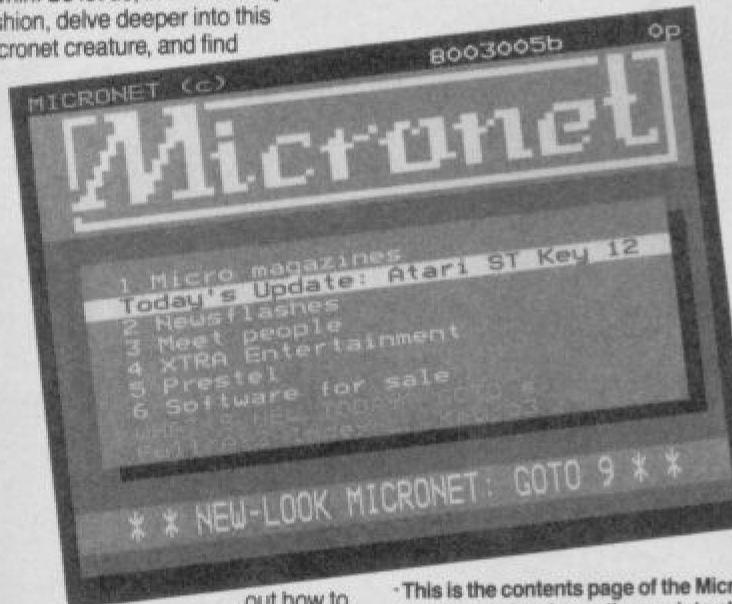
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RAGE HARD!

This month, *Phil South* takes the lid off Micronet and makes you an offer you can't refuse!!

A bit of a funny *Rage Hard* this month, as it covers something that's neither all hardware nor all software. (It's ethereal man!) What I'm talking about is a thing called Micronet.

Now you may or may not have heard about Micronet, but unless you've actually used it, you probably won't know just how good it is, or how cheap it is to run. Micronet is what you'd call an Online Service, an electronic library which is constantly updated. It contains messages, free software, reviews, news and a truckload more besides. Some of the features are so new, you probably don't know you need them until you give 'em a whirl. So let us, in true Snouty fashion, delve deeper into this Micronet creature, and find out how to make it tick on your Spectrum.



This is the contents page of the Micronet database, showing pathways into all the possible subjects you might want to read/ participate in. Just press the number in front of your selection and the page you select will be called up in seconds. As you can see the magazine for today is the ST (ptui!), but one day a week it's the Speccy mag. You can look at the stuff at any time of the week, but it's updated once a week.

HOW DO YOU DO IT?

First you need a modem (supplied by Micronet for free!). This is a piece of hardware which enables you to talk to other computers down the phone line. You plug your modem into your phone socket, your phone and Speccy into your modem, and your Speccy becomes a terminal for the 'host' computer at Micronet. The host can then send 'pages' of information down the phone line to your computer, and anything you type on the Speccy keyboard is sent to the host. This means you have mainframe power inside your Spectrum. Wow!

The viewdata format, the colourful page format that Micronet displays its information on, is not unlike the way that TV teletext puts up its info. But the difference is that Micronet viewdata has random access. Whereas Oracle and Ceefax are serial, (you have to wait for the next page to come around, yawn) in Micronet you can choose the page you want to look at simply by typing *page number#. You can also type in the names of the pages you want, like *MAILBOX# or *SHADES# and watch the pages appear almost instantly.

I NEVER KNEW THERE WAS SO MUCH IN IT

Having paid your subscription, connected your modem, dialled up the local phone number, and typed in your password, you're in. What is there to see? Well right away there's the Spectrum magazine, a special group of pages of magazine length (updated every week) of the most current news and views on your favourite computer. Obviously the reviews aren't the strong point of this sort of magazine, as they can't give the depth of coverage that a paper mag can ... like *YS* for example! They can't do screenshots for a start. But there are other areas in which the immediacy and interaction of an electronic mag can outswing its paper buddies.

There's the online machine code course, the letters page with its immediate response, Lip-Sync which is a chatline, general chat, and of course Spectrum telesoftware. Chat is a wild and wacky thing. You type a message on the screen, and someone else who is online, probably in another part of the country, types a message in response. Then another person who's seen both messages types in his two pennies worth. All of the people in the conversation are at different ends of the country, but they can chat as if they were in the same electronic room. Coo!

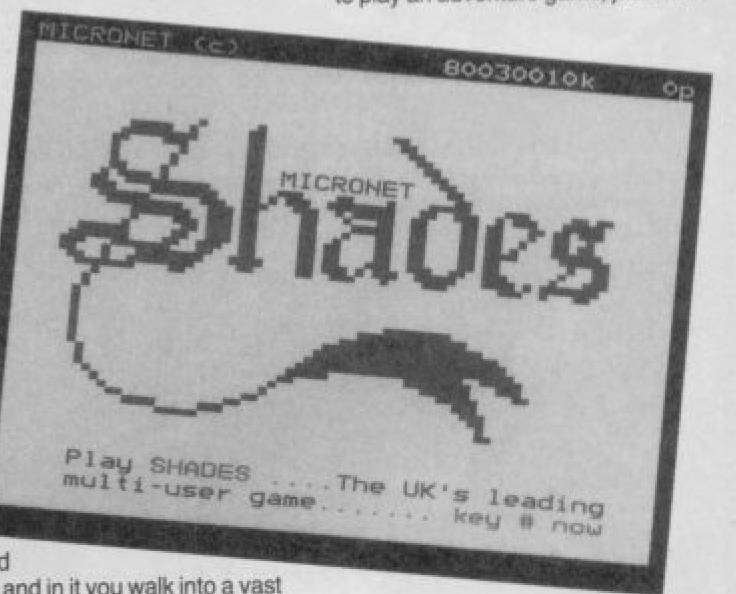
There are several varieties of chat on Micronet; Lip-Sync is the Spectrum specific one, plus some general chatlines ... but there's also a faster and more efficient meeting place inside the host computer. It's called Dialtalk, and in it you walk into a vast electronic conference centre containing a lot of rooms. You pick up the key to a room at reception, walk to the room, unlock it and wait for people to walk in and talk to you. Or you could mailbox people to turn up at a certain room at a certain time, and have a meeting. You can talk about anything, really. (Keep it clean though, otherwise it makes the phone lines all filthy!)



This is the menu telling you where to go if you want to chat with another person online. This isn't as daft an idea as it sounds, and it's actually a very addictive pastime. And you make some good contacts, too. So far I've written a book and two games with people I met online, and I meet more people every time I log on. Just imagine your computer full of friendly little Spectrum people. *(Wasn't that an Activision game? Ed)*

I mentioned Telesoftware before, didn't I? The software is one of the most interesting things about online services. You can 'download' a program from the Micronet computer into your computer and save it on tape. The range is amazing, ranging from utilities for terminal programs, to graphics programs, demos, and even games from all the top houses. Code Masters has a deal whereby all its games are available for download. Obviously you have to pay for them, but it's great to have them there and then, without having to wait for Postman Pat to deliver them to you! Plus there's a selection of fabby *Your Sinclair* programs as featured in Program Pitstop for you to download. Saves typing them in!! You can send your own programs to Micronet to be downloaded by others, too, and you get a royalty each time they're downloaded. Unless it's public domain, or free, that is.

There's so much to talk about, I don't know whether I'm going to get it all in? There's one very important bit of Micronet that I haven't mentioned though, and that's *Shades*. *Shades* is an online Multi User Game, or MUG, which allows a whole bunch of people to play an adventure game, just like a normal adventure on the Spectrum, except the characters you meet are real people like you. You can explore, fight, rescue damsels, win treasure, and generally have a ripsnorting time in the *Shades* universe.



The gateway to one of the most popular areas on Micronet is the *Shades Multi-User Game*, an adventure game which allows loads of people to play at once. People have met each other and got married by playing *Shades* but don't feel you have to marry every thieving halfling you meet along the road ... Rule No. 1 of *Shades*: Don't kill that nasty little goblin, it might be your granny.

Xtra is the leisure magazine, and now contains *Xtra Voltage*, a special yuppies' gadget section featuring all the news in hi-tech bits and bobs. I love this, not being a yuppy you understand, but being a technophile

What It Costs:

Micronet/Prestel
Subscription £79.95 per year, or £20.00 per quarter.
Connect charges: Midnight—8am FREE; 8am—6pm (Mon—Sat) 7p per minute; 6pm—midnight 1p per minute; All other times 1p per minute.
Other charges: Mailboxes and incoming telex FREE; Outgoing telexes UK 50p per page; Rest of the World from £1.00; Local phone call 50p per hour off peak.

(*Or even a TechnoPhil! Ed)* I like this gadgetyness.

Gallery is a place where you can hold your own Special Interest Group and make your own pages for other people to read. You can design the pages and make them look just like the rest of Micronet, and people can read your stuff and correspond with you.

As well as ALL this, you also have access to the Telex network, so you can send telexes (wow), and also use Telecom Gold. As a Micronet/Prestel user, you are entitled to a free sub to Telecom Gold, the country's premier mailboxing service. That's not to put down Prestel, which gives you both a fine and well subscribed mailboxing service, as well as access to Prestel's 250,000 pages of up to date leisure and business information.

There's more, much more, but I'll have to leave that to you to discover for yourself. Check it out. It's got to be the biggest thing you'll stick into your Spectrum. (Honk) And watch out for our special offer, which features a never to be repeated deal between ourselves and Micronet. Here it comes . . . WHACK! Yargh!

FREE MODEM OFFER

Psst! Want a free modem? Yup, you read it right. *Your Sinclair*, together with those comms people Micronet (Comms? Ha! You should see their underwear!!!) are giving away a skipload of modems when you buy a quarter subscription for just £19.95! Wowsa. Yes sirree, bob! A VTX 5000 modem worth about 30 quids, for just about nothing. The software you need is built into it, so when you start the computer up the program runs and you're ready to dial up Micronet. Plus you can load scrolling terminal software (downloadable from Micronet) to access 1200/74 baud Bulletin Boards all over the country!

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(Serves you right too! Ed)



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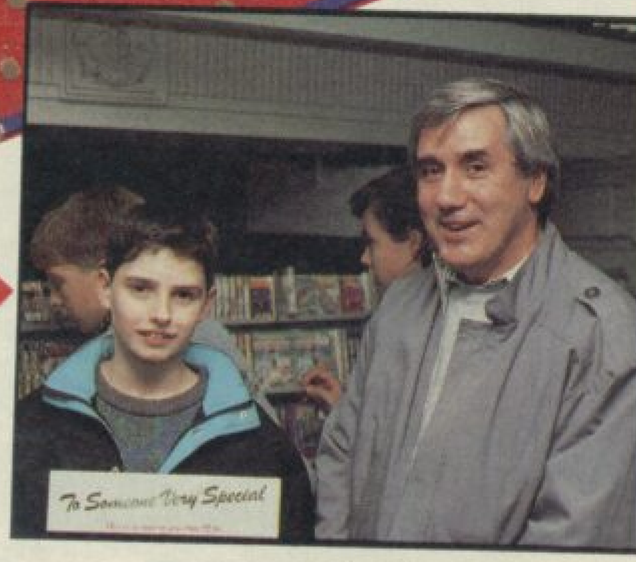
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YS
Allin Edwards

Christmas is just around the corner, and strangely enough so is the Virgin Games Store. Being as your favourite mag doesn't do things by halves we decided to combine the two, so we donned our walking boots, armed ourselves with full combat gear, some Christmas cards and some jolly Yuletide questions and went on a little trek to catch some of you viewers doing your Christmas 'shop' — and you wouldn't believe what we found...





Meet **Stephen Cammack** (14) and his dad **George.** We stuck a selection of cards under their noses and Stephen chose the big Hagar The Horrible one. **"I'd send this to my sister, Amina, and the message would say "Don't disturb the neighbours". She's noisier than a pneumatic drill".** What game would you most like for Chrimble? **"Eeeer, uuum, *Last Ninja 2*. Without a doubt".** What's your favourite Quality Street? **"The long yellow toffee ones".** George, do you save the Xmas wrapping paper for use the following year? **"Definitely not".** (Oh yeah?)

Worra Loada Baubles!

Nick Sanchez (13, left) and **Noel Smith** (12), are obviously a couple of creepies, judging by the messages on their cards: **"To the greatest mum in the world"**, and **"To mum (the greatest)".** The games they want for Christmas are (respectively) *Spitting Image* and *Firefly.* Who's the most annoying relative who stays with you over the Xmas period? Nick: **"The cat. It's really annoying, it hides under the wrapping-paper and leaps out at you. And it climbs the Christmas tree".** Noel: **"My mum — she won't let us open the presents before four o'clock in the morning".** Do you save the wrapping paper from your presents? **"Yes". "Eeerm, Yes"**



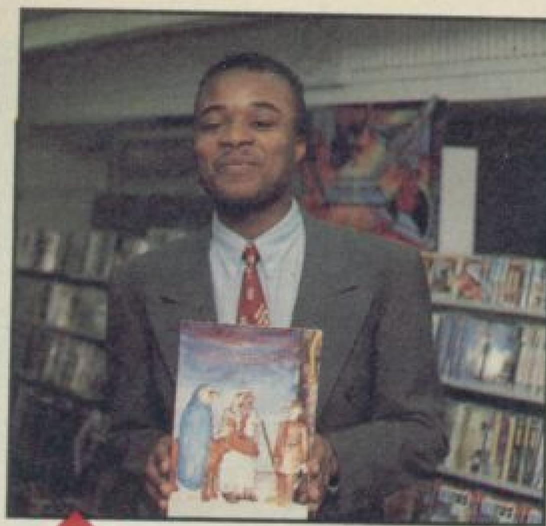


Nick Atkinson (15) reckons he'd send his card to Margaret Thatcher with the message **"Merry Christmas you old bag".** Oo-er! What game would you like for Christmas? ***"Operation Wolf* please. I got *Thundercats* last year".** Who's the most annoying relative who stays with you over Chrimble? **"Aunty Nora. She's an ogre. She's a right old bat. She makes me do the washing-up and all that kind of stuff — she even forced me to change my hairstyle once".** What film are you sick of seeing every boxing day? ***"The Wizard of Oz* and *The Great Escape*".** On the subject of Boxing Day, what do you actually do? **"Funnily enough last year I had a boxing match with my brother Jason — it was in my bedroom, and we had proper boxing gloves and everything".** Who won? **"Me".**

Mike Murphy (19, left) and **Leonard Harding** (20) are avid *YS* readers, and they also actually work at the Virgin Store. To whom would they send the cards they picked? Mike: **"I'd send it to 'The Girl In Reading'".** Oh? And what would you put? **"I can't tell you, it's classified".** What about you, Leonard? **"I'd send it to the girl who works downstairs, she's called Michelle and she's totally gorgeous".** And what would you put? **"Um, Happy Christmas".** Would you seal it with a loving kiss? **"More than likely, yes".** What were your favourite pressies last year? **"A Strippogram", "A leather Jacket".** If Santa was involved in a fatal sleigh crash who could replace him? **"Terry Waite", "Eerm, Bobby Robson".** Neither Mike nor Leonard save their wrapping paper for a year, and they both get drunk on Boxing Day.



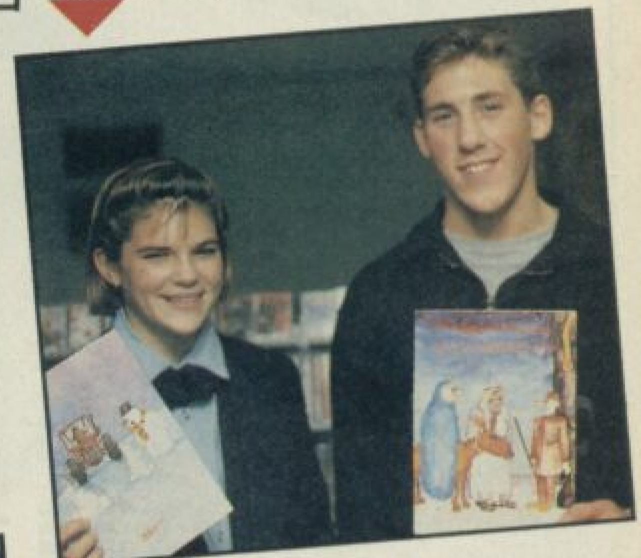
Worra Loada Baubles!

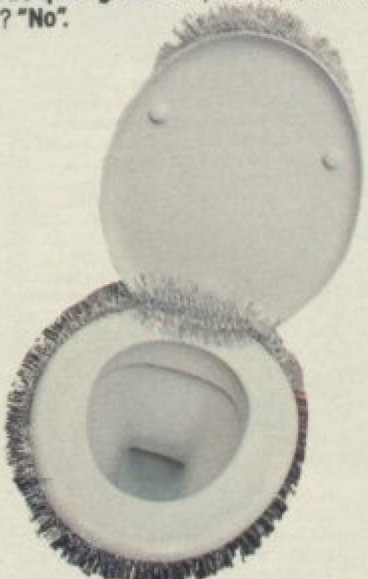


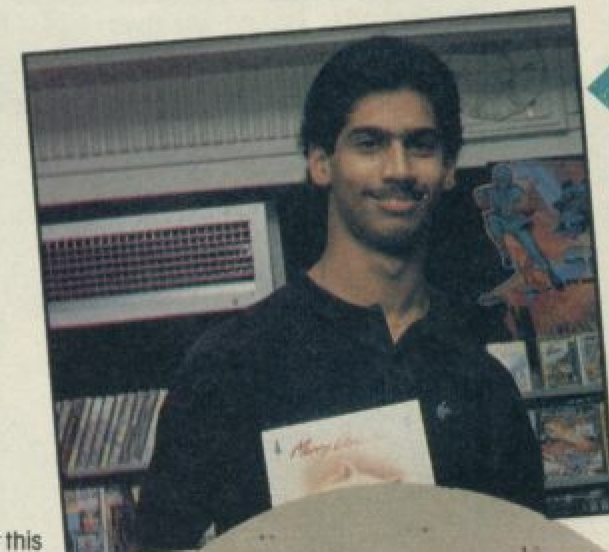
Owen Chambers (20) picked his card with no hesitation. **"I've chosen the one with the McDonalds joke cos I've got a really good friend called Winston who works at McDonalds. I'd probably put 'I suppose you've seen this before', or something like that".** Owen would like *Predator* for Chrimbo, but last year he got a brilliant pressie: **"I got a video".** What, a film? **"No, an actual Akai Video Recorder".** Blimey. Who's your most annoying relative? **"Rema, my sister in law. She dumps her kids at my place and I have to look after them".** Who do you think could replace Santa if he was involveld in a fatal sleigh pile-up? **"Rowan Atkinson would be quite good".** Do you keep your wrapping paper? **"No".**



Emma Langstaff (16) and **Michael Share** (17), are cousins. Are you 'kissing cousins'? **"No", "Certainly not".** Who would you send your cards to? Emma: **"I'd send mine to Michael, and I'd put 'Good luck with Jodi'".** Michael: **"You rat! Right — I'd send mine to Emma and I'd put 'Get in there with Julian' Ha ha ha".** What game would you like for Christmas? **"Scruples", "Leaderboard".** They cite each other as the most annoying relative: Emma: **"He plays crap music the whole time — Guns And Roses and Wasp — I'm into Acid House".** Michael: **"She spends the whole time taking the piss out of me".** Who could replace Santa Clause? **"Rick Astley", 'Bernard Manning".** What's your fave Quality Street? **"The long yellow ones", "The round yellow ones".** Michael doesn't save his wrapping paper but Emma does. Thrifty, eh?







Hey, it's **Sumair Jagirdar** (20). Who on earth would you send that disgusting card to? **"My sister Huma. I'd put 'Dear Sis (the fat one) love from your master'".** What game would you like for a present this year? ***"Last Ninja 2".*** What did you get last year? **"A leather jacket".** Why has Rudolph got a red nose? **"Um, cos he's been sniffing Father Christmas's bottom".** Who's the most annoying relative who stays with you over Xmas? **"My Gran — she's really old fashioned".** What kind of annoying things do you reckon she'll be doing this year? **"She's dead, actually".** Eeeeeerrrr, uuummm, eeeerrr, eerrrr, what's your favourite Quality Street? **"The long yellow ones".** What Christmas-time film are you most sick of? ***"The Ten Commandments"*** Sumair doesn't save his wrapping paper for a day, let alone year.



Darren (12) and **Stephen Gough** (13), wouldn't send their cards to anyone. The games they want this year are *Guerilla War* and *Thunderblade* respectively. Last year they both got leather jackets. Who's the most annoying relative who stays with you over Christmas? Steven: **"Nana Dight — she coughs the whole time".** Darren: **"And she's always playing practical jokes".** Like what? **"Well, last year she stretched cling-film over the toilet bowl, and Dad went and got the floor all wet. Actually he's pretty annoying as well".** Who could replace Santa? **"Demis Roussos", "Harry Secombe".** What do you actually do on Boxing Day? Steven — **"Steer clear of Nana Dight".** Do you keep your wrapping paper? Darren — **"No, but Nana Dight does".**



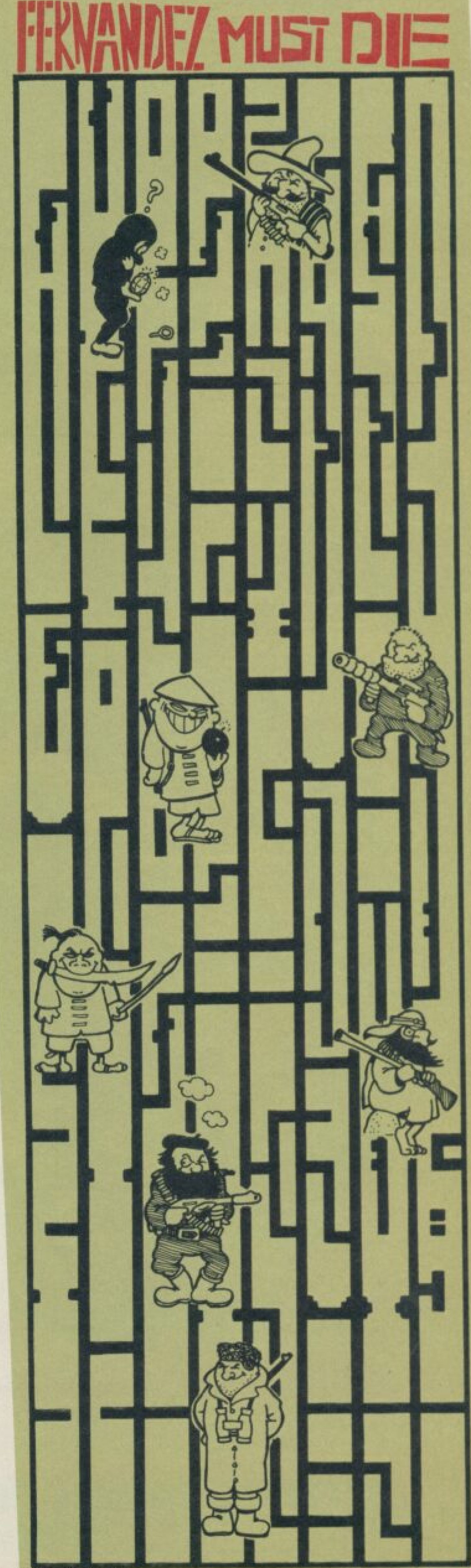


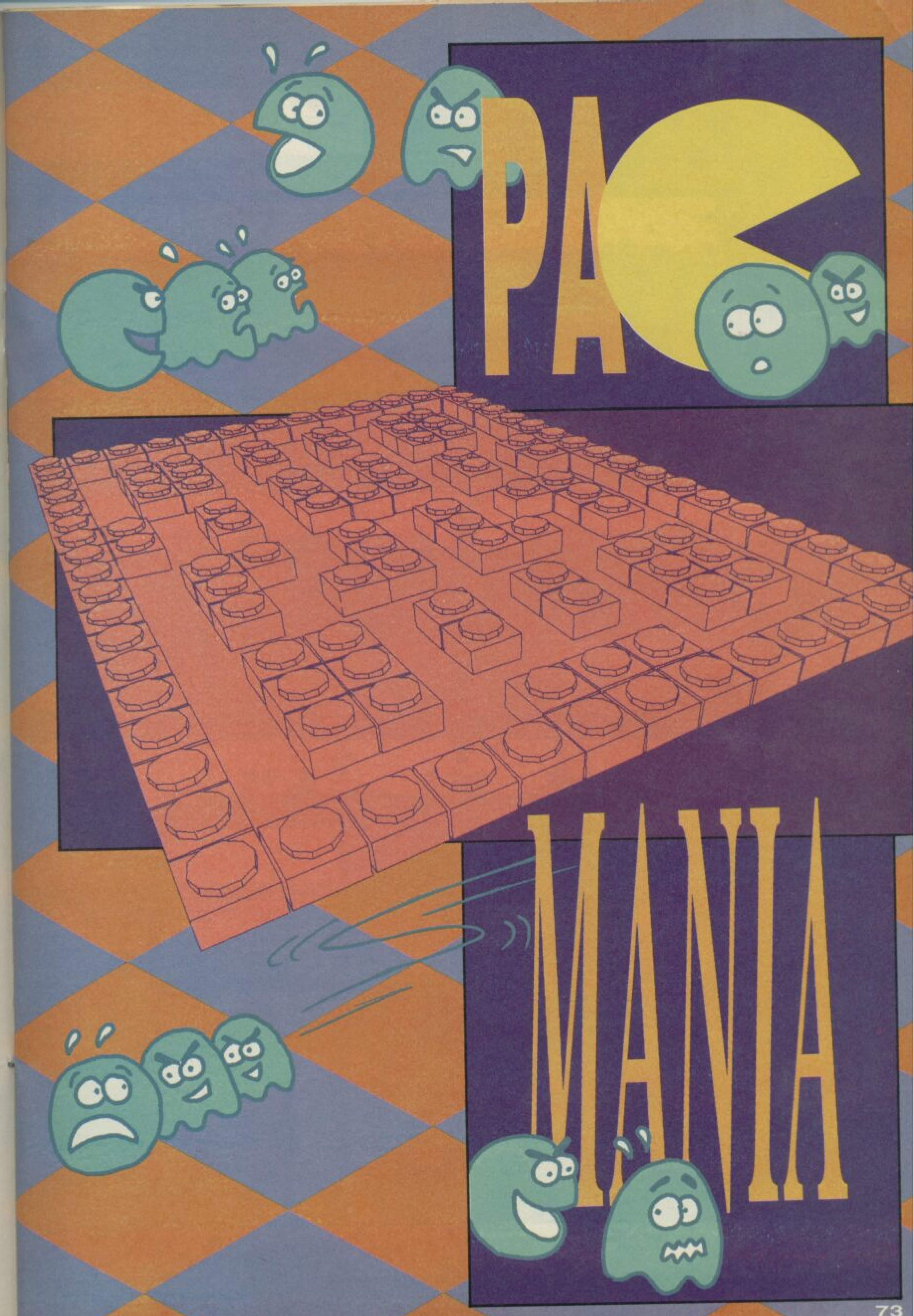
These three stooges are (from left to right) **Andrew Dean** (12), **Richard Oliver** (11) and **Martin Dean** (9) who would send their cards (respectively) to Moggy the cat, Dickens the dog, and Sooty the rabbit. What would Andrew and Richard like for Chrimbo? ***"Barbarian 2 and Red Storm Rising please".*** And Martin? **"Erm, I'd quite like *Strip Poker*".** What did you all get last year? ***"Driller"*, "An electric guitar — a 'Woolworths Special' Les Paul Copy", "An acoustic guitar, but I can't remember what make it is".** Who could take over from Santa in the event of him accidentally getting 'topped'? **"Maggie", "Kinnock", "Freddy Mercury".** What's your fave Quality Street? **"The raspberry ones". "The long yellow ones", "The green triangular ones"** Do you keep your wrapping paper for use the following year? **"No", "Yes", "No".** Phew!



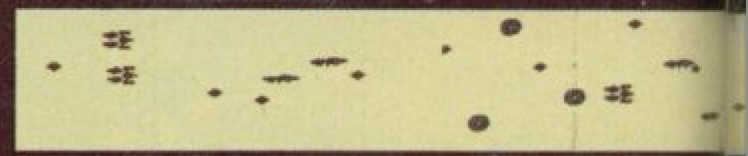

FREE With Your Christmas
Issue!

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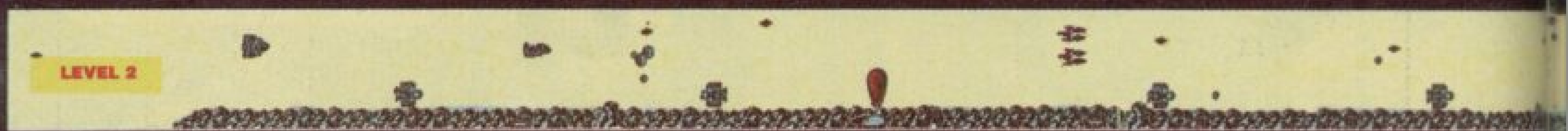



PAC
MANIA

LEVEL 1



LEVEL 2



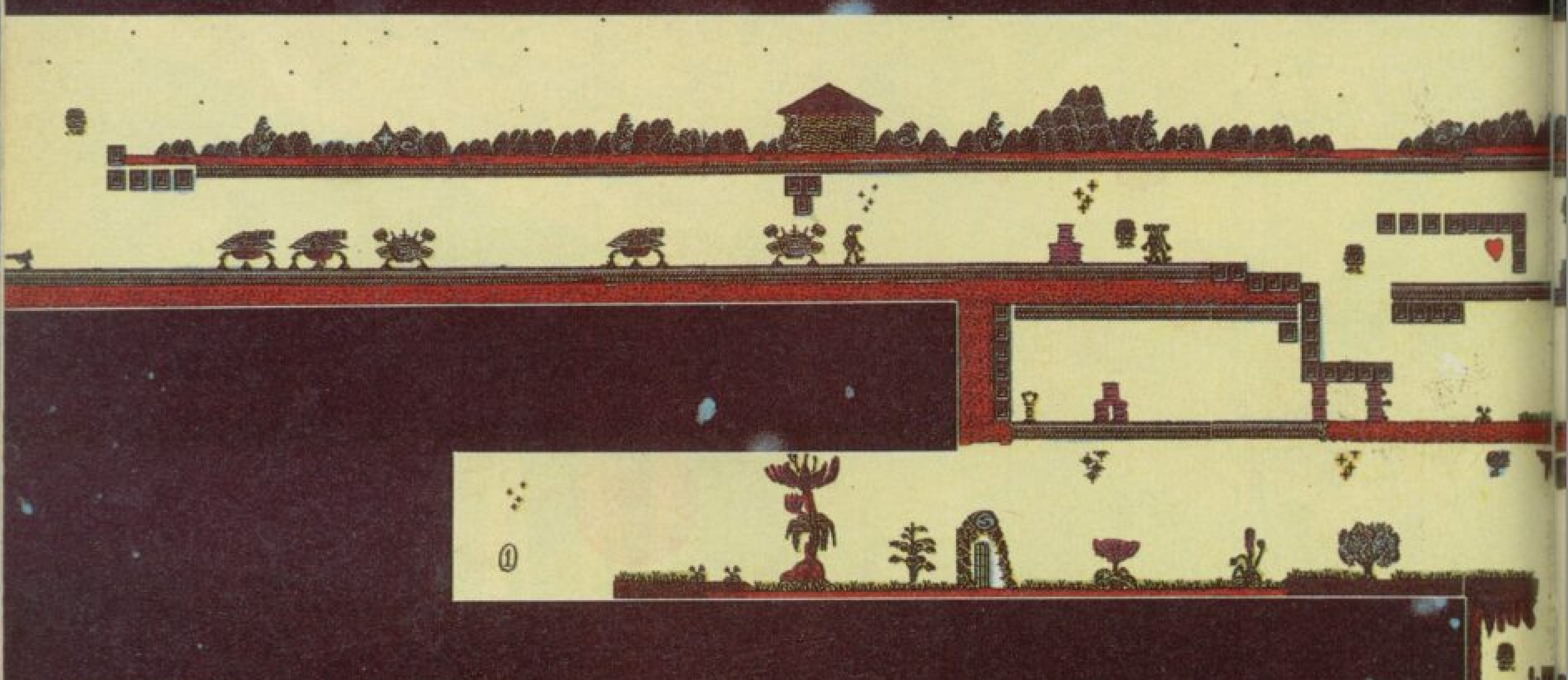
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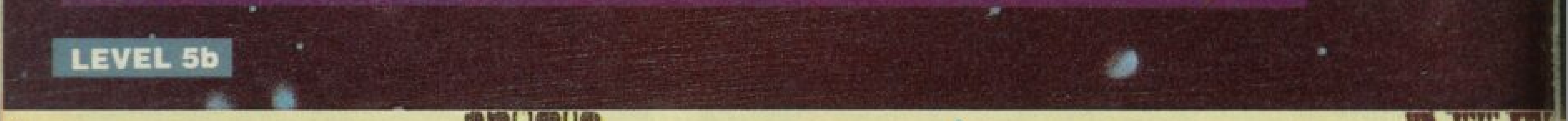


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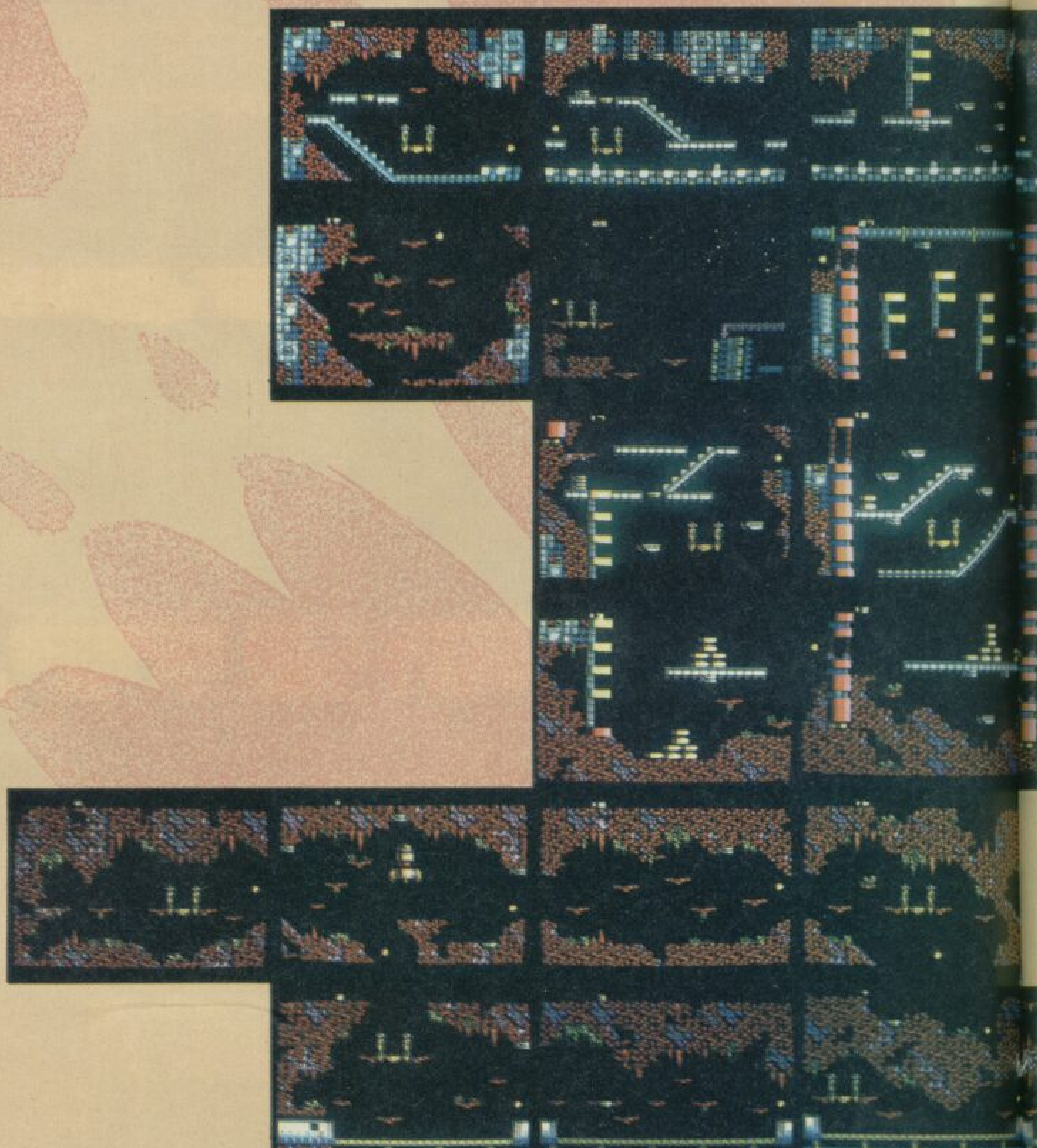


GAME OVER II

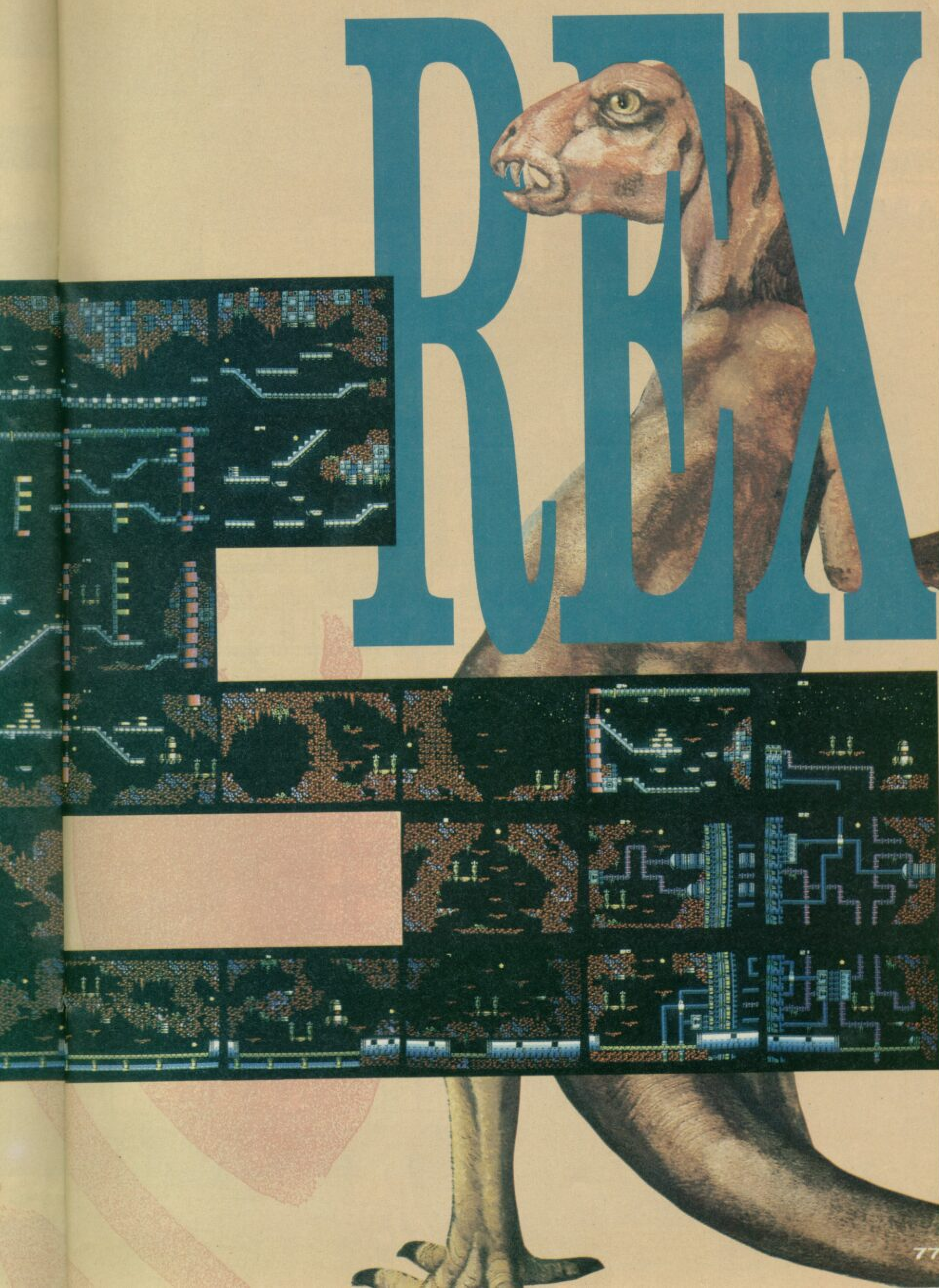
LEVEL 5b

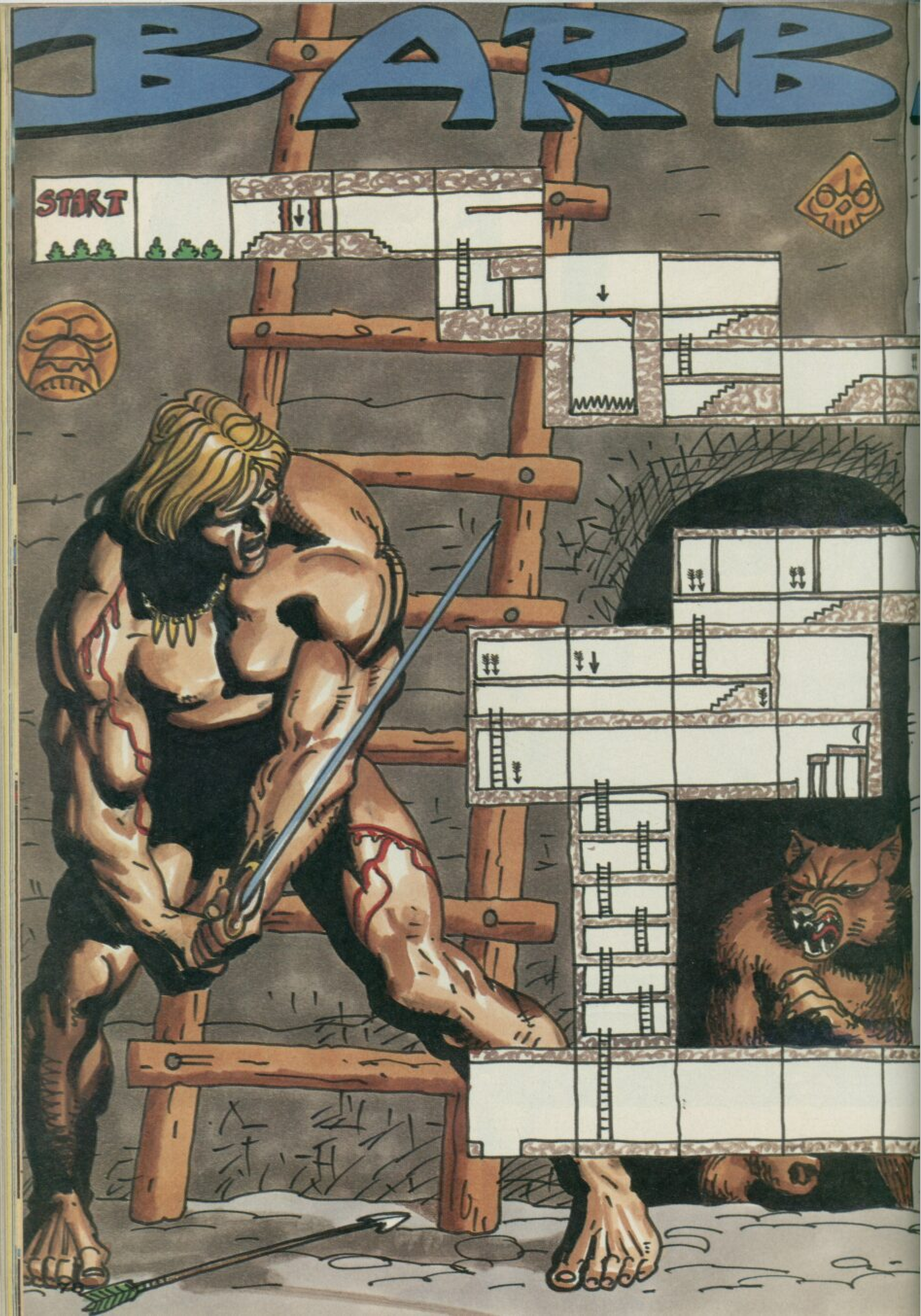


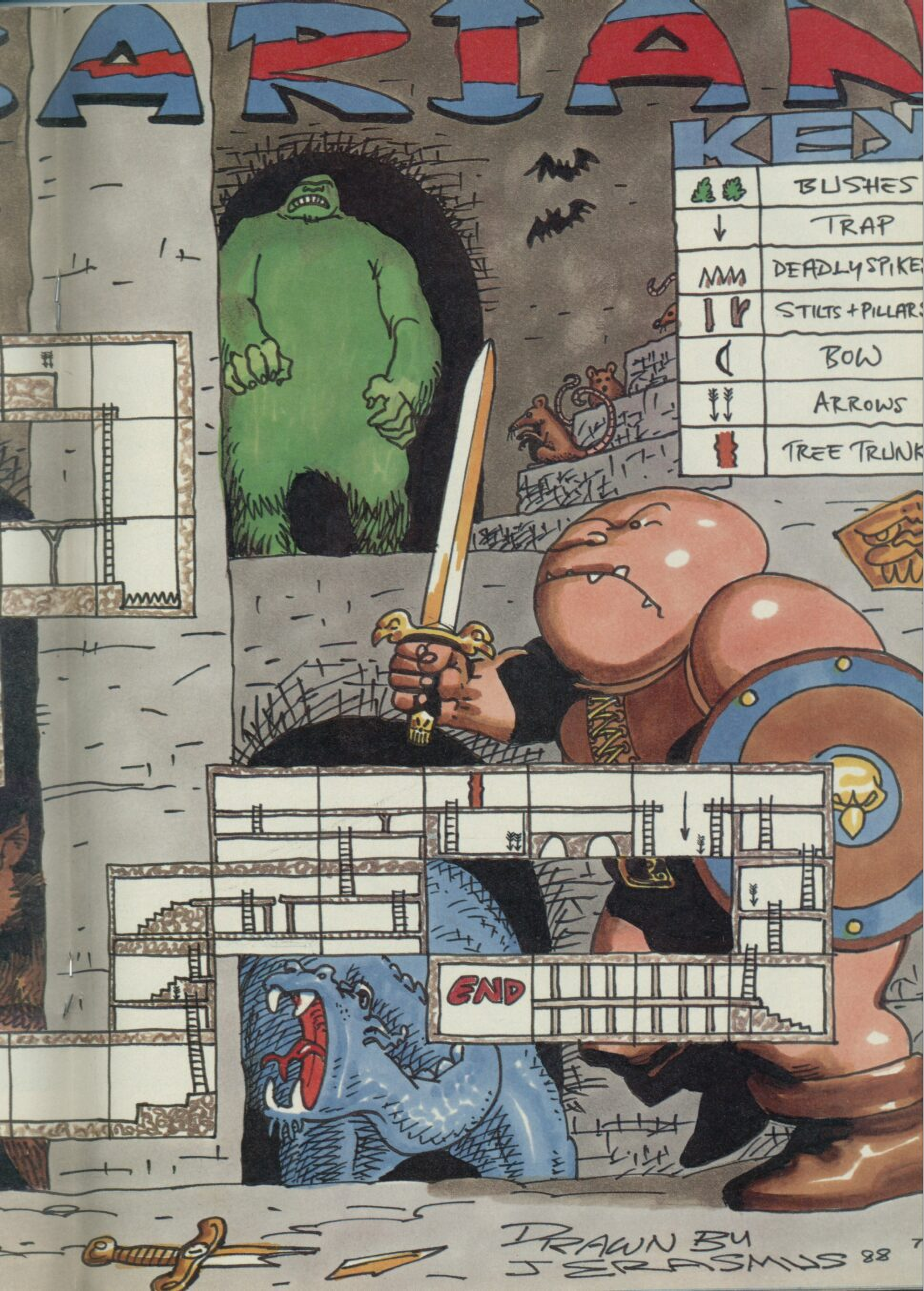

YS MARVY MAP!



REX




BARB
START


ARIAN
KEY
BUSHES
TRAP
DEADLY SPIKES
STILTS + PILLARS
BOW
ARROWS
TREE TRUNK
END
DRAWN BY
J ERASMUS 88

CARRIER COMMAND

- **Actual size of island relative to this entire map**
- **Black links show backward connections**
- **Red links show forward connections**

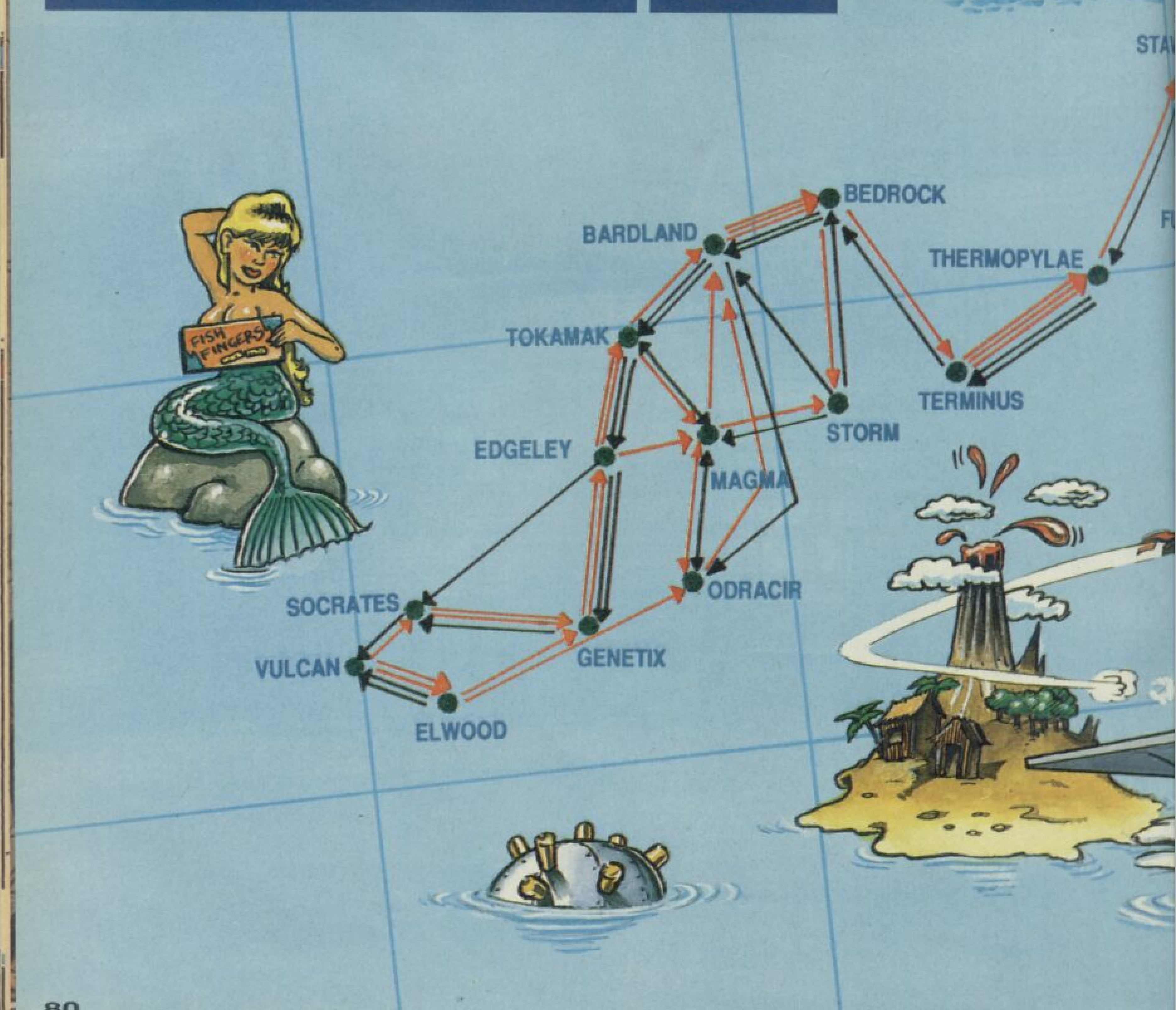
The more links there are between islands, the higher the resource/item shipping band widths are.

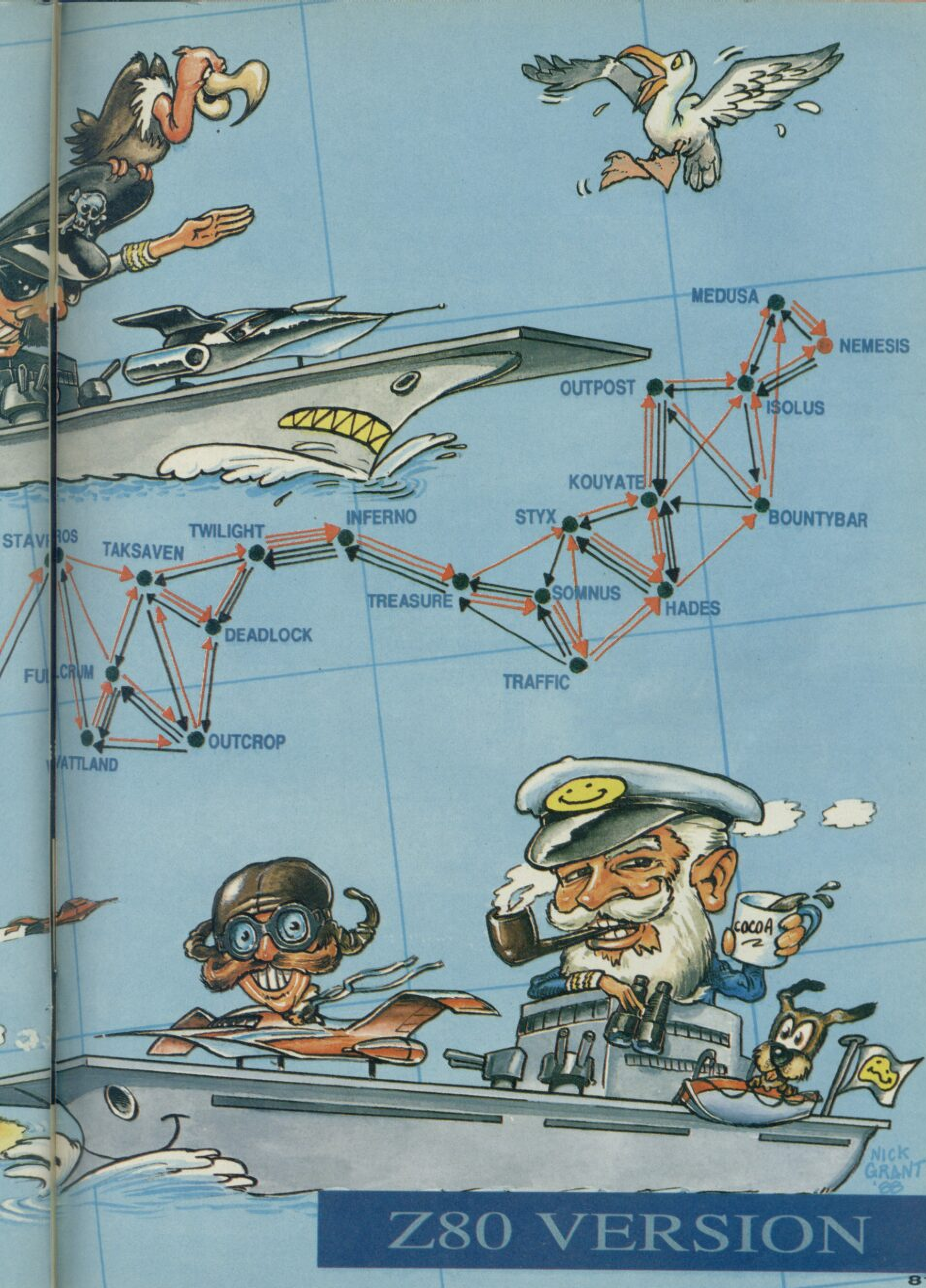
A good initial strategy would be to take Elwood seed it with a factory, set fuel production targets (so the factory can make something). Then take Socrates and seed it with a resources producer.

Go back to Vulcan, transfer fuel, move stockpile to Elwood then take Genetix. Go to Elwood. Take fuel, move stockpile to Genetix and so on.

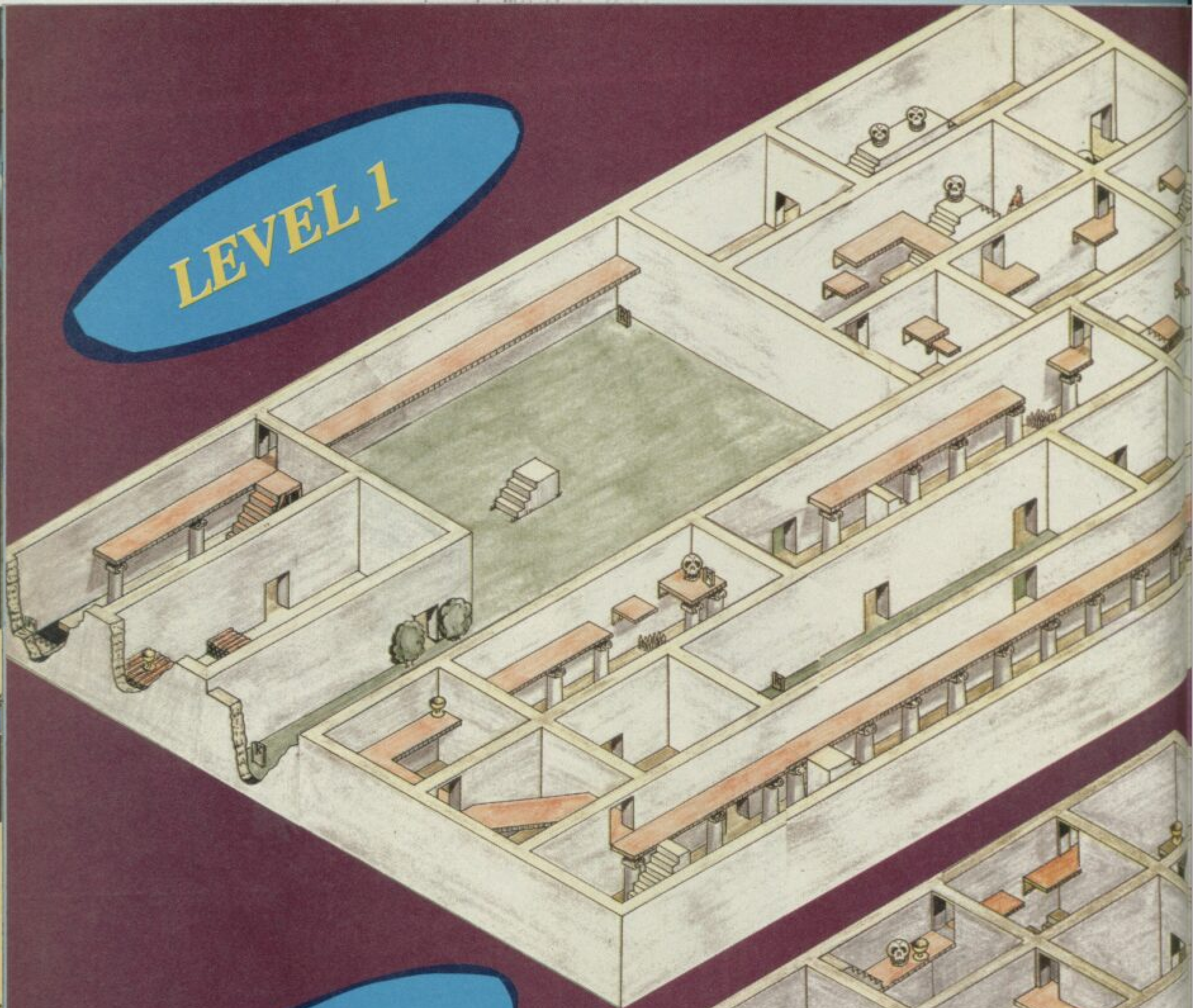
The stockpile needs to be taken forward as the carrier cannot hold enough fuel to go further than about five islands.

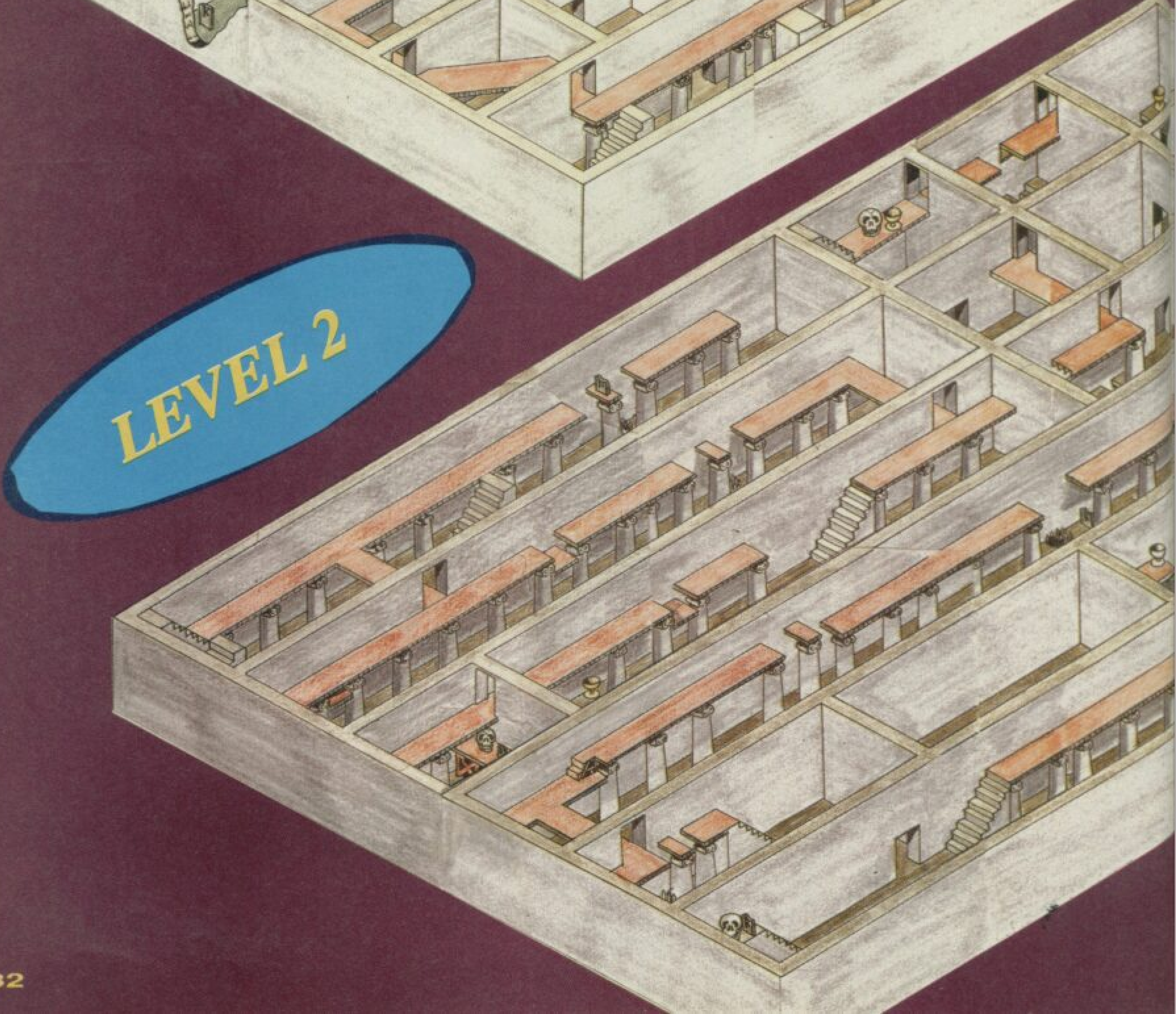





MEDUSA
NEMESIS
OUTPOST
ISOLUS
KOUYATE
BOUNTYBAR
STYX
INFERNO
TWILIGHT
TAKSAVEN
TREASURE
SOMNUS
HADES
DEADLOCK
TRAFFIC
OUTCROP
COCOA
NICK GRANT '88

Z80 VERSION


LEVEL 1

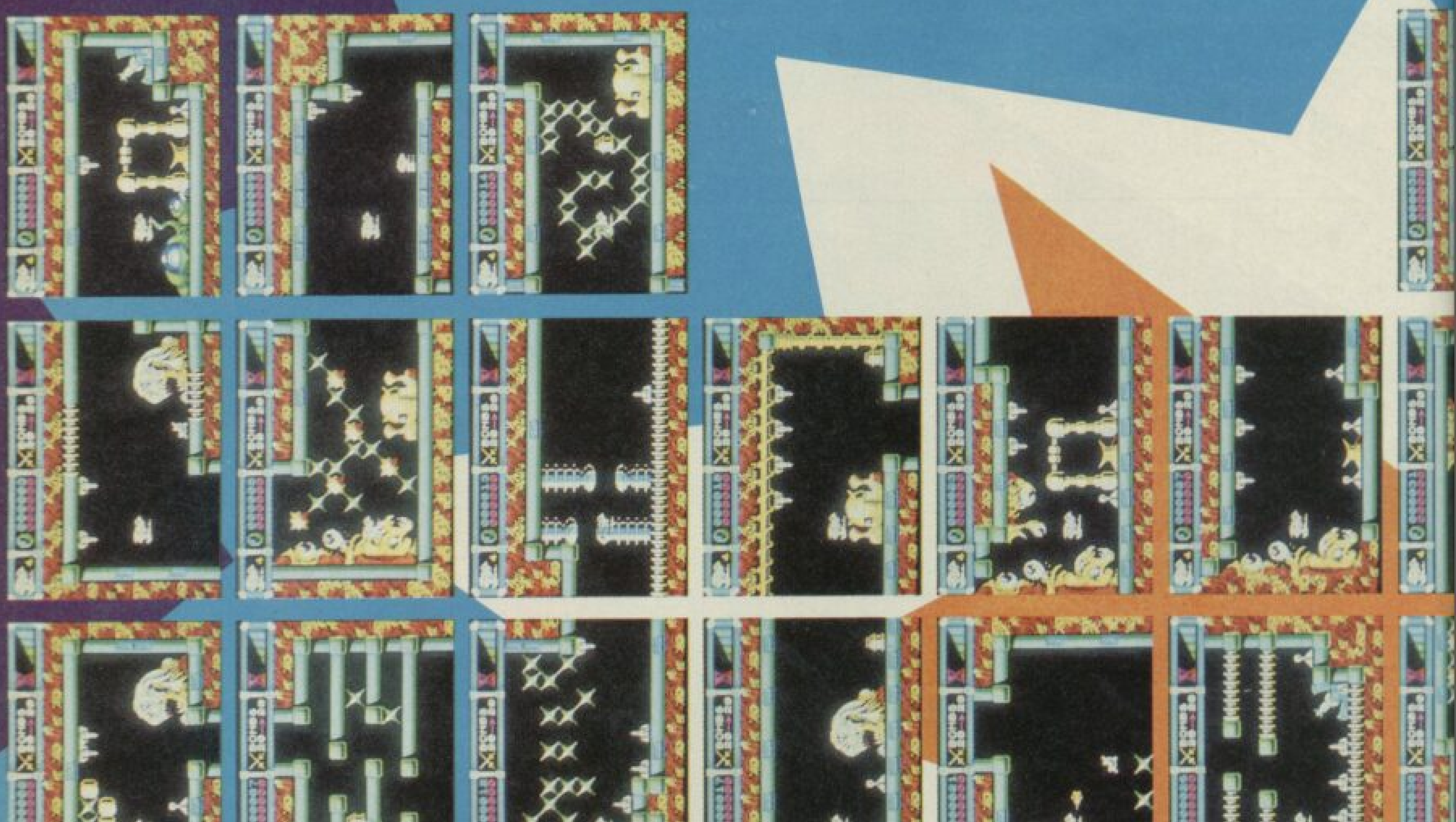

LEVEL 2

ARTURA



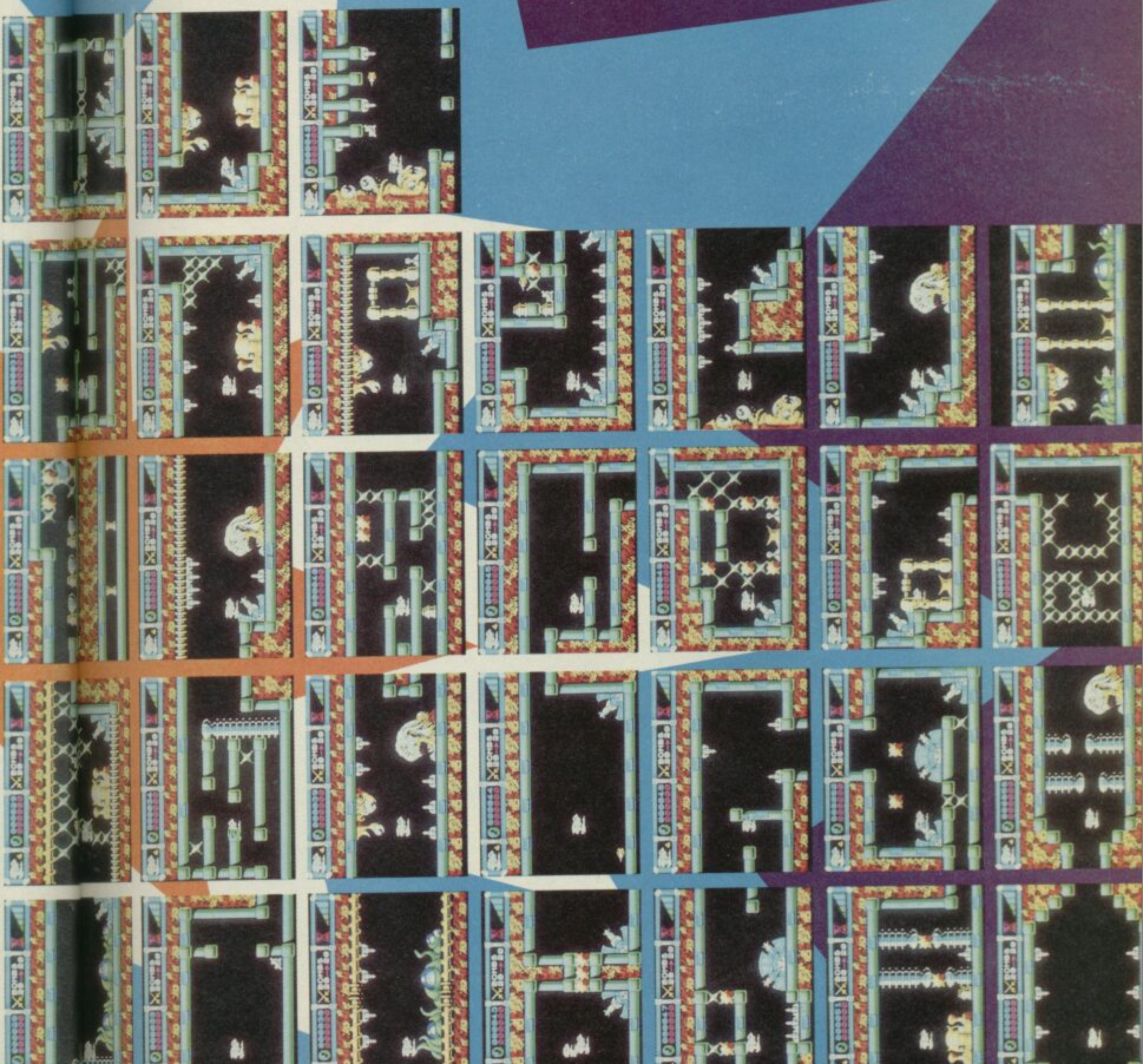


CYBER



LEVEL 1 LEVEL 2

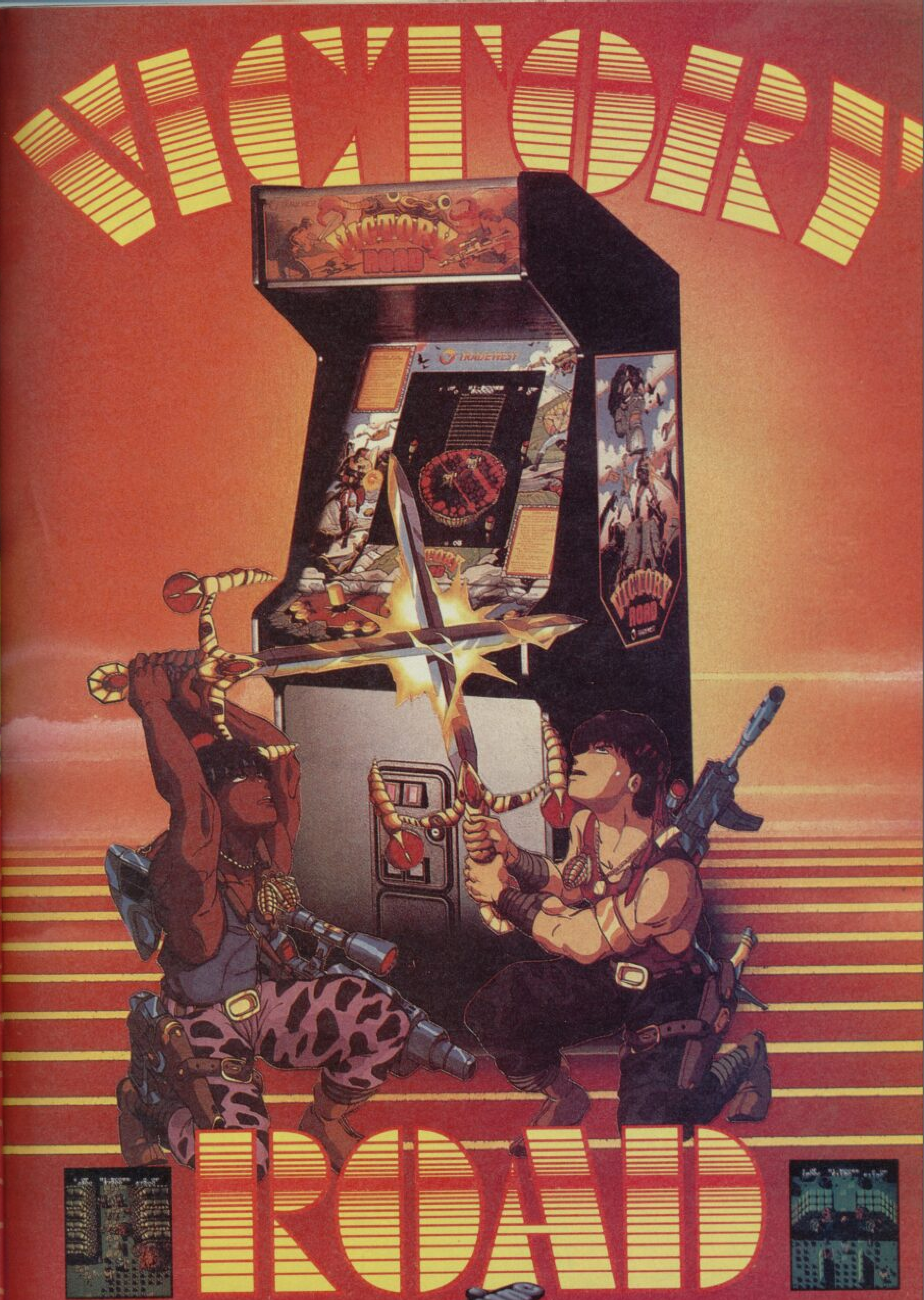
RNOID II



LEVEL 3

LEVEL 4





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Greta was everything a programmer dreamed of — and I could have died for her . . .

So there I was, sitting on the Hampstead Hoppa, thinking about Greta. I'd only met her a couple of weeks before, you see. The little memories she'd stored in various parts of my anatomy were still hijacking my conscious mind whenever I had an idle moment. And travelling through Hampstead on the bus in the middle of winter is an idle moment if ever I have one.

We'd met at the Dance-O-Mat in Kings Cross, a sleazy little dive, which was the neon hangout for most of the pro computer jockeys in town. She came over to sit next to me and ordered a drink. She asked me if I had a match, and I said I didn't smoke. She said neither did she, but it seemed like a good way to get the conversation going. Hah! That was her all over. Cute, funny, ballsy, and hotter than a microwave. She had straight tobacco blonde hair, and the kind of glossy brown eyes that made you want to swandive into them. She had a good build, and dressed like she wanted to kill you stone dead just by letting you look at her. So, we dated a few times. Well, I dropped by the Dance-O-Mat a few times and she was always there. And we went places. Then we didn't go places, but stayed in, watched movies and got fresh with each other. Before I knew it, she'd moved in, and I was loving every minute of it.

So there I was on the Hoppa, mentally flipping her clothes off and nuzzling my nose in that fragrant niche next to her ear, when I felt the unmistakable cool pressure of a pistol muzzle at my neck. I flicked

The little memories she'd stored in my anatomy were still hijacking my conscious mind

my eyes around the inside of the bus, only to see there was just myself and an old lady on it. So, not much risk of a heroic rescue, I relaxed and waited for the gunsal to make his move. He did.

His breath rasped like a tiny nailfile close to my ear. "I am Grodu Volant of the Dken. I identify you as Frank X and I am going to kill you if you move a muscle." Now I hadn't done much starhopping in the last few months, but I knew an authentic Dken accent when I heard one, like a metal edge being drawn across stone before battle. Nice people, the Dken. Since there were no wars left to fight in their own galaxy they found plenty to join in ours, if the price was right. I turned slightly.

"Where are we going then, Grodu?"

"You will please keep your hands in plain sight, and alight from this vehicle at the next stop." By way of punctuation he prodded the gun into my neck.

Now, I wouldn't want you to get the idea that this sort of thing happens to me every day. Nope. I'm a freelance programmer by trade. I fix things for people. You know, if someone owes you money, I crack into their bank account and strip them clean. If someone steals your girl, I crack into the police computer and tell it that he's an escaped lunatic and he gets canned. Inconvenience and revenge, they're my stock in trade, and I do alright on it. But I'm good, and I never leave a trace. So why was this cheap alien torpedo poking his alloy piece into the collar of my shirt? I had to admit, I drew a blank on that one.

We stood and lurched down the aisle together, really close so his iron pressed into my spine. As we started down the steps I made my move. I used the handrail to bring my elbow near his face, and then quickly snapped it back, catching him a good shot in the throat and spun around, grabbing the hand holding the pistol. Jumping down onto the pavement, I pulled his arm up and out of the doorway, forcing its owner outside with a strangled yelp. We landed on the verge with his arm behind his back, the pistol in my hand and his face in the snow. He struggled for a second, until I pressed the flat snout of the gun to his cheek. "Hold it there, old boy." I hissed. He relaxed and glared, his mouth set, breathing hard.



FRANK X

BY PHIL SOUTH

"You alright there, mate?" said the driver of the bus, revving his engine. I pretended to be picking my assailant up, carefully placing my body between the door and the gun. I looked around at the driver, a convincing look of embarrassment heating my face.

"Hah, yes thanks . . . we're alright . . ." I smiled thinly, brushing snow from my coat as the bus drew away from the curb.

My captive started to move, very fast, and almost got a hand to my throat before I clipped his flat forehead with the hard muzzle of the gun. He crumpled to the grass. Going through his pockets I found his forged British Passport, in the name of Brian Smith (Tsk! So unimaginative), and his real papers from the Dken Embassy. As I touched them they flashed into flame and disappeared. They must have been treated with some kind of chemical which reacted to my salty human skin. My prisoner groaned, and as I looked down at him he rose gingerly to his feet and started at me with his black beady eyes. I glanced at his pistol in my hand.

"Hmm," I said conversationally, "nice piece. Fulgerator. Made in about 1989 in Macau, unless it's a Dken copy. Is it?" I raised my eyebrows. He didn't move. "You know what one of these can do to a person close to, don't you? The lightning bolt comes out of the barrel, and before you even notice someone's fired at you, all your blood is boiling and squirting out of every orifice. Horrible, really." I watched his eyes flicker. He wasn't going to tell me anything.

A proud race, the Dken. Trained from infants to be soldiers, then sent out into a universe with concepts they don't understand like love, individuality, kindness, truth, beauty . . . It cracks them up. You can't turn them, convince them, or convert them. They're like vicious dogs, with two legs, flat heads and sharp pointed teeth. To be honest, I'd like to say I don't enjoy waxing them. But I'd be lying.

When I got home, I had a shower and put my bloodied clothes in the incinerator. I slipped on a pair of dark canvas trousers, soft black shoes and a dark shirt, and pulled my favourite black leather jacket out of the wardrobe. I tried the geek's fulgerator in the pocket of the jacket.

I got Kino on the blower. His face was hamster rumpled on the screen, like he'd just woken up.

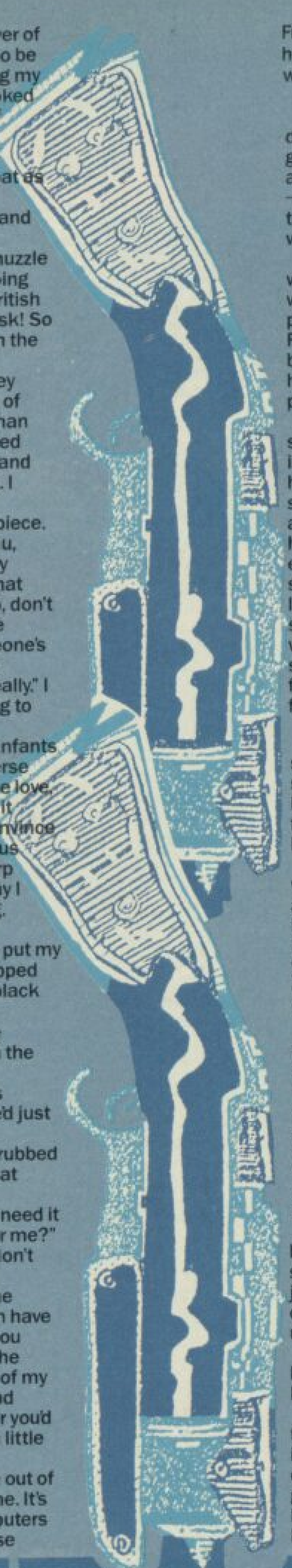
"Hey Frankie, what's happenin'?" he rubbed his almond eyes and lit the cigarette that hung in his lips.

"Listen, Kino, I need some info, and I need it fast. Why would a Dken hitman be after me?"

Kino's thin Jap face blanched. "I — I don't know what you . . ."

I slammed my hand down hard on the table. "Don't buish me, Kino, if the Dken have heard about a price on my head, then you must know about it too. Who's paying the price, Kino?" I pulled the fulgerator out of my pocket and held it up in front of me. "And before you answer, think about whether you'd like to join the ex-owner of this piece in little bits all over Hampstead Heath."

Kino gulped and pulled the cigarette out of his mouth. "It's not me, Frank. It's not me. It's Bella. He thinks you steamed his computers after that last job you did for him. Please Frankie, don't tell him I told you, you know he'll . . ." I snapped the switch and the screen went black. I hate to see a grown man cry.



Bella's house was in Finchley, along the main drag, set back from the road. There were gaudy lights around the doors and windows, and a big neon sign proclaiming "Casa Bella — The Home Of The Boink". Tasteful. I slid into the shadows beside a phone booth and waited.

A thick set Dken opened the side door and walked out onto the street. He looked both ways up the street before stepping onto the pavement and striding up the road towards Finchley Road tube. As he passed the phone box I flipped a trank dart into the back of his head and he fell face forward onto the pavement.

It's not easy to strip the clothes off a sleeping geek and put them over your own inside a phone booth, but I did it. I roughed my hair up and shambled along the alley into the side door. As I opened it a guy looked up from a desk inside. "You forget something, Drack?" he said to the clothes, not noticing someone else was wearing them. I sent him out with a sharp rap from the edge of my hand and lowered him under the table. Bella's office shouldn't be hard to find, now his minders were napping. I thought I was in the home stretch, which probably explains why I didn't feel the cosh until stars flew into my head and filled it with air.

I woke up with my hands tied, facing a man sitting behind a desk. It was Bella, and he smiled without showing his teeth. But I knew Bella. He had teeth alright, and he'd be the first to bite you if he thought you were pulling his chain.

"Good evening, Frankie," he said drily. His voice was a soft powder falling on skin. "What a surprise you should turn up, just when I was looking for you. In a moment I'm going to have Dink take you for a ride and wax you, but first you're going to tell me the keyword which disables the virus program you put in my system . . ."

Bella was disgusting. A fat man with slanted eyes, and jowls which overflowed his collar, even hiding the knot in his tie. His chin was greasy, his eyes yellow and brown like caramel. What was left of his hair was dyed purple, with wet tobacco stained tips. He wheezed as he spoke, making me want to cough. I weighed the options, and in spite of my better instincts decided to tell the truth and try to escape later.

"I didn't put those worms in your machines, Bella. I was hired to ice Gino's operation, not steam yours with a bunch of electronic jamming programs. If you don't believe me, check my programming log in your files . . . it's under directory LOG4/B444 . . ."

The geek next to me jabbed a fist into my kidneys, whooshing all the wind out of me. Bella snarled.

"Don't slash me around, Frank. You put them there, alright, and you're going to pay for it . . . AFTER you tell me how to stop the damage your programs are causing. Are you going to tell me now, or am I going to get Dink here to take your brains out through your belly button?"



FRANK X



"Okay! Okay!" I got worried when I looked at Dink and his eyes lit up. He'd enjoy it too! "Okay, I'll help you. Get me to a terminal . . ."

I stared at Bella. I thought he wouldn't do it, but he motioned and Dink cut my bonds and pulled me up out of the chair. As he pulled me up, I sagged a little so he bent over me to set me straight. I brought my knee up into his head, sending him flying back into the wall. Bella was about to cry out to someone outside the door, but I reached him, slipping out the flexible platinum stiletto from my shirt collar, and touching it to his fat neck.

"One word," I hissed "and I'll fillet you like a fish." His mouth closed slowly and his horrible slug eyes fixed me with a hateful, fishlike glare. I motioned to him to sit, and I walked around the table and stood behind him.

"Firstly, Bella, I didn't put those vermin into your computer system, and if I did you wouldn't know about it until they were picking your bones. Second, whoever is doing it is not only steaming you, but they're steaming me



too! It's my handiwork they're undoing. So, what I need to know is where did you get your information? What makes you think it was me, dipsnot?"

Bella's neck quivered like a waterbed. "We got a tracer program into the network. It ran back through the system, following all the nodes which were disturbed. And it all ran back to you . . ."

"What do you mean?"

"Frankie, you dummy, it came from your neighbourhood, your node, your block . . . your . . . what were we to think?"

That sent my head into little somersaults. Someone in my building?!? An electronic agent from another manor trying to muscle in . . . in my own apartment block? My blood boiled. Someone was looking for a steel tongue depresser.

"Which apartment, fatso? I'll get the bastard . . ."

Bella flinched. "B-but that's what I'm telling you, Frankie . . . it was coming from YOUR APARTMENT . . ."

I dropped my hand away from Bella's neck, and he scrambled away. He was blubbering about how sorry he was, and how he'd help me get him, whoever he was, he'd help me. I wasn't listening. I was thinking of any way that it couldn't be the way I was thinking it was, of some tricky technical way it could be done without breaking my heart. I couldn't.

It had to be Greta.

The flat was dark. The shades were drawn and everything was off. Greta was seated at the dining table, her silhouette against the faint light through the blind. I worked my way around her until I could see her hands. They were palms up, open, on the surface in front of her. I relaxed slightly and moved forward.

"Greta. I've got something to say."

She was standing up in seconds, impossibly fast. The table lamp beside her came on, lighting her face, casting shadows across her naked figure. She looked at me in an odd, blank way, like she wasn't looking at me, but deep inside. Then suddenly she snapped her head up, and she was back. There was someone behind her eyes again.

"Hello, Frank. I didn't hear you come in. Have you been in long?" Her voice was clear, sweet juice in my ear. It trickled down the back of my brain, making me feel a way I didn't want to feel anymore. "Why are you holding that gun?" She wasn't disturbed by this somehow, as if she knew I could never, ever hurt her. She was immortal, as long as she stayed with me.

"She jolted upright, arcs of electricity showing inside her pretty mouth and glowing in her eyes"

"Why did you do it, Greta? Why did you get to know me, make me love you, and then try to get me killed?"

"I don't know what you . . ." she began, raising her hand up to me and walking forward.

I was almost taken in by the softness of the voice, but a sixth sense in me kept part of my body awake long enough to dodge the lightning bolt that burst from her fingertip. The bolt smashed silently through the glass cabinet behind me, before the glass shattered and the crack of the electricity made every hair on my skin stand up. I dived forwards, aimed the gun and fired in one movement, jumping as I hit the ground. I was up and at the stairwell in a moment. Greta whirled and pointed her finger at me again. My face hit the carpet as the bolt ripped into the wall, spraying painted plaster over my back and legs. I could hear her feet thumping across the room, as I fumbled the magnetic grenade from my pocket. I turned over just in time to see her standing over me, finger extended, her beautiful nakedness marred only by the crease my shot had put in her shoulder. A crease in her skin, revealing, not blood and pulp, but clean, shining silver. She saw the grenade and smiled. "Goodbye, Frankie" she said.

I pulled the pin, and the magnetic field burst out of my hand and wrapped itself around her. She jolted upright, arcs of electricity showing inside her pretty mouth and glowing in her eyes, her body juddering and quivering as the field ripped her android circuits to scrap. White jewels of robot saliva dripped from her nose and mouth, sizzling to the carpet. Then she stopped, and in the sudden terrible silence, fell back onto the floor with a sickening mechanical crunch.



Long after it all happened, it struck me, why did she pause at that moment? She had me dead to rights, and she waited for a microsecond, gave me time to set off the grenade. She'd said goodbye. I knew in my heart that she was saying goodbye 'cos she was about to let me kill her. Perhaps when it came to it she did love me after all. Ah, the hell with it! Why is it when I find the girl of my dreams, she turns out to be a hunk of machinery manufactured in Korea by a bunch of comms scientists?

I didn't actually care why she did it, although Bella gave me a call and told me what he'd discovered. She'd been programmed by one of his competitors to get as close to me as possible and find out what I'd done to this competitor's system. Then using the microwave modem inside her head, she'd cracked Bella's computers while I'd been sleeping next to her. And I thought she was having bad dreams.

You know it's crazy, but I'm really going to miss her.

END

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YS Adventu

Just in case any of you thought I was losing my marbles in the October issue, this is to reassure you that I do know where my marbles are, honest! Eagle-eyed readers will have trainspotted that in the Lost Souls column I said I didn't have a solution to *Blizzard Pass,* yet on another page I offered a freebie to the game, and also in Lost Souls I said I didn't know *Wolfman* was out on the Spectrum, yet there I was rabbiting on about it in the news column. The answer's simple: the Lost Souls column was one that had been written in a previous month but there hadn't been room for it at the time so it got used later, by which time it had dated slightly, OK, peeps?

Stephen Healy of Limerick wants to know where the crag-snappers' lair is in *Rebel Planet,* and the answer to that is in the cave across the river. Now get across the river! Several readers have asked what to do in *Rigel's Revenge* when you've jumped the gap and are back in the suburbs, the answer to which is to TSOP PMAL BMILC DNA ENIMAXE.

I haven't done many Kind Souls/Lost Souls/Adventurers International this month as I want to pack the pages with Xmas offers and reviews of a few new games, but I'll squeeze a few of the more favoured Souls into these front few pages instead, like **Ken Green,** 65 Meadow Lane, Moulton, Northwich, Cheshire CW9 8QQ. Ken's lost in . . . what's this . . . *Andy Capp??* Definitely not an adventure, but I always try to help my adventurous readers so if anyone can provide Ken with any clues at all, or even a complete solution, he'll be eternally grateful. Or at least until next Tuesday. In return he's prepared to help you and anyone else who sends SAE with questions on the following adventures: *Bored of the Rings, Book of the Dead, Kobyashi Naru, Robin of Sherlock, The Boggit, Four Minutes to Midnight, The Big Sleaze, Serf's Tale, Matt Lucas, The Colour of Magic, Dracula, Mindstone, Hulk, Killed Until Dead, Touchstones of Rhiannon, Sherlock, Hampstead, Terrormolinos, Gremlins, Harvesting Moon, Urban Upstart, Cuddles, Heavy on the Magick, Faerie, Custerd's Quest, Vera Cruz, Sidney Affair, Valkyrie 17, Redhawk, The Price of Magik, Terrors of Trantoss, Sinbad* and *Don't Panic, Panic Now.*

Oh, let's get this other Kind Soul in while I'm at it. **Shane Wood** lives at 20 Dale View, High Etherley, Bishop Auckland, Co Durham DL14 OJH and Shane's your man if you've got any questions at all on the following adventures: *Seeker of Gold, Bulbo and the Lizard King, Bored of the Rings, Bugsy, Erik the Viking, Claws of Despair, Se-Kaa of Assiah, Lord of the Rings, Terrormolinos, S.M.A.S.H.E.D., Robin of Sherwood, Sherlock, Red Moon, The Hobbit, Rebel Planet, Quest for the Holy Grail, Kobyashi Naru, Sinbad, Wiz-Biz, Star Wreck, Serf's Tale, Fuddo and Slam, Secret of Little Hodcome, Worm in Paradise, Gnome Ranger I/II* and *Lords of Time* to *Zone 9.*



'Keyboard' **Kenny Anderson** of 59 Ochil Terrace, Dunfermline, Fife KY11 4BP is having trouble with the tape loading on his +3. And he's not the only one! My own machine's so fussy that a millimetre either way on the volume control knob can make the difference between the program going in or not going in. And finding the right volume level in the first place can take ages. As for saving adventures . . .

Kenny's been having trouble while he's been playing the first part of *Rigel's Revenge,* where his saved games always come out garbled. You can alleviate this to some extent by playing the game through from the start each time, though that's obviously not an ideal solution. What you won't be able to do without a satisfactory save, of course, is load your data from part one to enable you to play part two. Not that he's got that far yet, but Kenny's obviously planning ahead. Has anyone discovered a way of saving the data in that adventure to disk? If so then please let Kenny know at the above address, and tell me as well so I can pass the info on to other interested readers.

David Nimmo of West Lothian in Scotland says that he's doing quite well on *Rigel's Revenge,* but wants to know where to find the gap and the bomb that he keeps reading about. Doing well, did he say? Little does he know . . . Anyway, the gap is up on the view-bridge beyond the Robo-tank, and I'm not writing that backwards as it doesn't give away any secrets. As for the bomb, you'll find that some time after getting across the gap.

David's got a host of other interesting questions, so I'll concentrate on his letter for a while. What to do once you've crossed the swamp in *Shadows of Mordor?* WAIT in each location and watch what Smeagol gets up to, and get any clues that you can from him. Note what he says if a Black Rider enters. Your first few moves should be WAIT/EAST/WAIT/SOUTH-EAST/WAIT. You should encounter a couple of weak orcs, which you can fight, and a pine tree which . . . well, anyone knows what you do with a tree in an adventure game. Then go to the waterhole.

In *Gnome Ranger,* how do you get the Stinkwort out of the cave? That's another of David's dilemmas. To do this you need the help of the Treehouse and the Greenhouse, and you need to put the stinkwort into something that you'll only discover if you read the world-famous backwards-writing. Talk to the Treehouse first, and say: EVIF TIAW DNA EVAC DLOH. Then talk to the Greenhouse and say: YLILELET NI TOOHS TROWKNITS TUP.

David would like to get hold of a copy of *The Serf's Tale.* If anyone's finished with theirs, or given up in disgust, contact David Nimmo, 38 Alexander Street, Uphall, West Lothian, Scotland EH52 5DB. He also asked how good *Guild of Thieves* and *Jinxter* were, having got engrossed in *The Pawn,* and wonders if they'd work on his +2 if he added a disk drive. Well, as to how good they are. DIDN'T YOU READ MY REVIEWS????

URES NEWS

And if not, why not?? Think I write them just so you can go and ignore them? Huh! Well, to sum it up briefly for you: they're both mega-games. How's that? As to whether they'll work, well I very much doubt it. They've been converted for the +3, but I believe that the internal memory of the +3 and +2 are different so it's unlikely the games would run on a +2 even with an added drive. Perhaps some technical bod could clarify that.

Neil Kingham of South Woodford asks how he can go about joining the *YS* Adventure Club, which so many people have mentioned in the adventure section. Hmmm, can't think who those people might be, as there's no such club! You probably mean either the Subs Club, which is free to everyone who takes out a subscription to *YS*, and which I've mentioned once or twice as I used to write the newsletter and always used to make sure there were regular adventure offers in it. Or maybe you mean the Adventurers Club, which has also been mentioned a few times, but this is an independent adventure club, nothing to do with *YS* at all. It's still jolly good, though, and for details of that send SAE to 64-c Menelik Rd, London NW2 3RH. They offer several services including a regular club magazine, a telephone helpline service and, best of all, a good adventure-only mail-order service with discounts of about 10% on games. Neil also asks where the Review Board is in *The Bard's Tale*, as he's searched high and low but can't find it. He obviously hasn't searched as far as the second building on the left as you head south down Trumpet Street. This is a tricky game to map well, but it's worth making the effort as otherwise you end up careering about.

Neil Sheridan of Chessington offers this tip on the Caribbean section of *Eureka:* "to skip the questions, or if you don't know the answers, press BREAK. The flag will pop up and then 30 seconds later you revert to the game."

Jim Donaldson of Glasgow has dared to question my advice! In Tartan's *Prospector* I told him to YDNAC EHT YUB and use the container to carry SLIAN EHT. "But," says Jim, "if I do that then I can't buy the axe to make the raft to cross the lake." Oh yes you can, if you earn some more money by doing a good turn for someone; WAS NEKORB EHT HTIW NAM DLO EHT.

Finally this month there's just one letter from a reader who didn't enclose SAE. You're learning at last! Well, all except **Jeanette Daniels** of Redditch, who asked how to get the gold coin out of the crack in *The Secret of St Brides*. That's easy, but only when you know how. NIOC EHT KOOH OT ENAC EHT ESU. And that's all folks . . .

ILLUSTRATION: Anthony Colbert

Venture forth with Mike Gerrard



● Best news of the month for me had to be my first sight of the first issue of the adventure magazine, *Confidential*, that's going to be received every other month by anyone who joins the new Official Secrets adventure club. You may have seen their ads recently trawling for members. It looks like an organisation that's set to keep the Adventurers' Club on its toes. Run by Tony Rainbird (Yes, *that* Rainbird), the first issue has been put together by that legend in his own lunchtime, Graeme Kidd, with a lot of help from *Orcsbane* fanzine editor Nick Walkland.

This initial issue of *Confidential* is so impressive that it really makes me wonder if there's anything left to cover in the future. I promise you I'm not just saying all this because I've written an article for the mag: in fact it's hard to find anyone who's not in the first issue! There's Tony Bridge on the future of adventures, Sandra Sharkey on role-playing games, Pat Winstanley on adventure-writing utilities, Steve Cooke on Non-Playing Characters, and interviews with Magnetic Scrolls, Level 9, Michael 'Jinxter' Bywater and Infocom's Dave Lebling. All packed into 36 A4-size pages, along with a compo to win £500.

Although the mag isn't Spectrum-exclusive, there's obviously a lot in there to interest every adventurer no matter what your machine, with an offer for +3 owners of a disk adventure called *Black Lamp* for only £3.99. And there's an exclusive Magnetic Scrolls adventure on the way too. In brief, this is the best adventure magazine since the sad demise of *Micro Adventurer*, and details are available from Official Secrets, PO Box 847, Harlow, Essex CM21 9PH.

● Let's not forget those other adventure-writing heroes, Level 9, who are keeping their end up by releasing not one but two adventures! Through Mandarin they'll be doing *Lancelot*, which I've mentioned a bit about before but the latest news is that the game is virtually complete and Pete Austin genuinely reckons it's their best release yet. I had a quick look at a preliminary version, and he could well be right. In the game Lancelot must prove himself worthy to see the holiest object in Christendom, the legendary Holy Grail, and to tie in with this the adventure has the most exciting adventure competition in several years. A £5,000 replica of the Holy Grail itself has been buried in a secret location, and clues are concealed within the adventure which will enable some lucky player to track down the hiding place. This isn't some tacky prize, either. The 7" high model is made out of sterling silver, gilded inside with 22 carat gold, encrusted with amethysts, garnets and opals, and stands on an oak block with a solid silver plaque just waiting to be engraved with your name. Could it be a *YS* reader who'll soon be drinking their cocoa out of this lovely object? To help you on your way I'll give you just one clue . . . it's buried somewhere in the UK.

● No such prize for players of *Ingrid's Back*, the return of the equally legendary Ingrid Bottomlow, just zillions of laughs and a cast of thousands. Well, lots anyway. Apparently one of the features will be gnumbers of gnomes all going about their business in Little Moaning, in a very detailed way, much more so than adventurers might remember from the characters in *Knight Orc*. You're advised to follow them and see what they get up to. The mind boggles.

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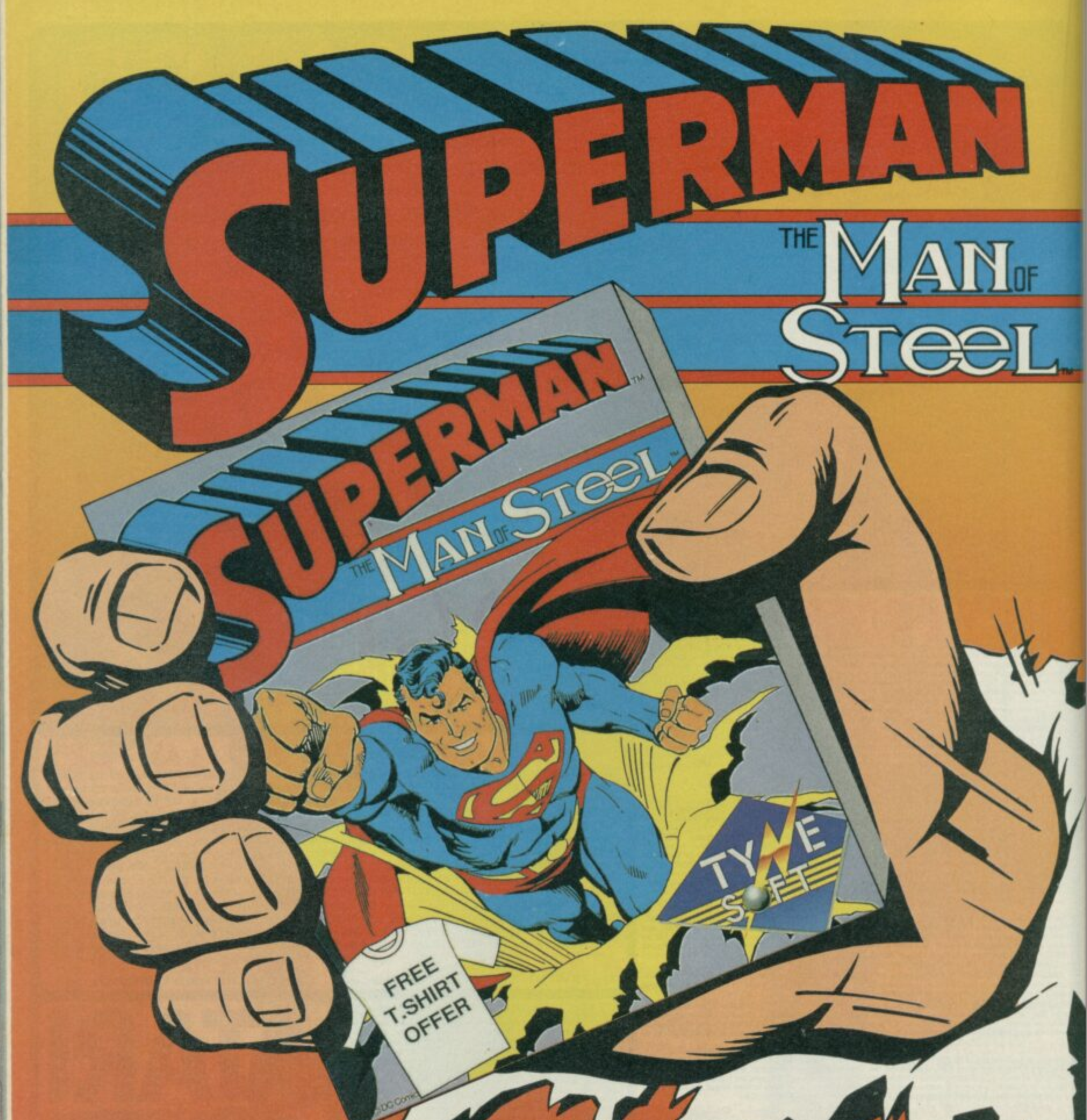
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SUPERMAN
THE MAN OF STEEL
TYNE SOFT
FREE T.SHIRT OFFER

● Still on the fanzine front, the first issue of the combined might of *Splut* and *Spectacular* has just landed on my desk with a thunk. Yes, there's a free thunk with every issue. And as a special offer on the first of these two-mags-in-one: two front covers!

Called *Spectacular and Splut!*, the magazine's very well produced by editor Rich Pelley, who won't get rich as he's only charging 25p an issue. For that you get lots of arcade reviews and playing tips, but there's also an adventure section written by Robin Alway. This is one page of letters and news, and a one-page review of *Jekyll and Hyde*. Robin will be on the look-out for games to review, which should be of special interest to the smaller companies who are always looking for people to review their games.

For a copy of the magazine send your 25p plus a large SAE to Richard Pelley, 32 Abbey Road, Westbury-on-Trym, Bristol BS9 3QW. That's also the address for adventure review copies.

● New releases are a bit slow this month, but soon it's going to be all systems go and let battle commence as Speccy versions of several mega-releases arrive on the scene. There's the new Magnetic Scrolls game, Phil Snouty's *Fish!*, what he wrote with two other bods we'll ignore. I've just dipped my toes into this game, which begins in a goldfish bowl but soon proceeds to stranger places as you step through your choice of time warps. Very weird, but I'll bet an ant's egg to a whale dropping that it could become a cult adventure and I can't wait to get my fins on the +3 version.

Then there's *Parisian Knights*, the second release from Abstract Concepts, which should be in *YS*'s grubby mitts any day now for a detailed examination. An almost-ready version looked very promising, and every bit as complex as *Mindfighter.* I might also have some news for you soon about... whisper it lightly... Delta 4! Yes, they've been quiet for a while, but not for much longer, so hold on to your hats.



FROM OUT OF A DARK NIGHT SKY

If he could only have found the final Pod." If only, indeed. Then man might still rule instead of the Aliens. And so the adventure begins . . . or is it all a dream?

If none of this makes sense then don't worry, just play the adventure — and it still won't! No, it might do, but even if it doesn't then all you need to know as you set off on this sci-fi tale is that you've got to locate and destroy the various Alien Pods that are lying around the latest *Quill'd* landscape from **John 'Fuddo' Wilson.** A sci-fi tale from the Rochdale Balrog?? Yes, the man's gone straight.

After a mysterious intro the game really begins when our hero Martin sets off in his car along . . . oh no . . . a dark moorland road. The fool! On top of that there's a bright red glow in the sky, then another. Then the engine cuts out, the car rolls to a halt and Martin's sitting there without even a glow from the dashboard. Being sensible should help you locate a few things, but quite early on in this game I began to feel that maybe the vocabulary wasn't quite as wide as it might be. A handle in the car releases the bonnet, and if you go round to the front you can open the bonnet and get a whiff of warm oil. But could I examine the engine? Could I heckers!

Elsewhere I landed in a ditch through trying to grab a stanchion and jump across a gap in a bridge. There by my side was a broken stanchion, an actual game object, yet I couldn't get it, examine it or seemingly do anything else with it. Frustrating. I think Zenobi ought to invest in a copy of *PAW*, too, as *The Quill* system is starting to creak a bit. You get used to typing commands like GET ALL and expecting them to work.

Picking on a game's faults is inevitable, and I should point out that there are also lots of good features too. I like the random messages that add a bit of atmosphere to the text, like the distant sound of a train in the night. And it's a good above-average adventure, with problems increasing in trickiness as you try to locate and destroy all the Pods.

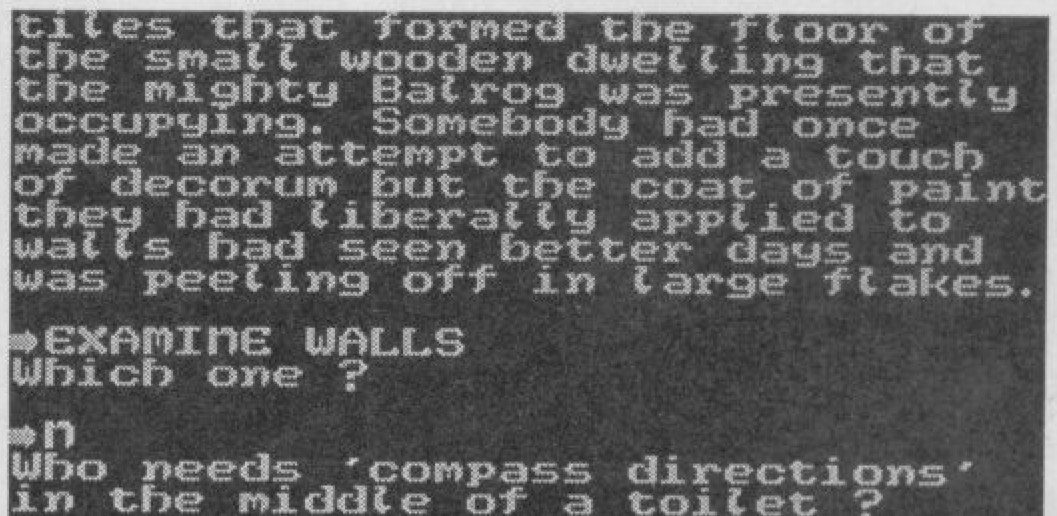
On the 'B' side of the tape is a more typical Wilson romp called *Behind Closed Doors* in which 'oh dear, what can the matter be? The poor old Balrog is locked in the lavatory!'

A one-location game in which you have to escape from the smallest room in the house, with just a stub of pencil and *The Goblin's Gazette* to help you. Trickier than you might at first think, the mini-adventurer's packed with laughs as you try to EXAMINE everything in sight.

I know which side of the tape I prefer, and for his next game I'd like to see the Balrog back to what he does best — by which I mean writing funny adventures, of course.

Graphics	□□□□□□□□□□	7
Text	■■■■■■□□□□	
Value for Money	■■■■■■■■□□	
Personal Rating	■■■■■■■□□□	

Title: .... *From Out of a Dark Night Sky*
Publisher: ....Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, Lancs OL12 7NX
Price: £2.49



SANTA MIKE'S C

No doubt about it, my experiment last June and July to offer special discount prices on the best 'indie' adventures was a terrific success with software houses and readers alike. Some companies were swamped with orders for hundreds of copies of their game, and reported customers coming back for more once they'd discovered the excellent adventures being produced by some of these small mail-order-only companies. Lots of readers wrote to me and thanked me for doing the offers, saying that they too were delighted to find out about these companies, and asking why didn't I do it again.

Well, what can I do but... no, not repeat the offers. Obviously there's only one thing to do as it's Christmas, and that's top the previous offers with some even better ones! No point in repeating the same ones as last time round — but if you want to find out what they were then get the back copies as the coupons are still valid unless it says otherwise. Nope, this time I've got to come up with something even better. Most of the names will be familiar, as they're the ones producing the best adventures, and if anyone thinks differently then by all means let me know. But there are some new names too, lots of new games, better bundles, and if anything's repeated from last time then it's at an even lower price!

So let the coupons commence...

Reductions From Rochdale

No offers would be complete without something from the Rochdale Balrog, alias adventure author **John Wilson,** and he's making his latest two games available to *YS* readers at special prices. First is his sci-fi game *From Out of a Dark Night Sky,* complete with the bonus adventure *Behind Closed Doors.* Then comes the game that's so brand-new that I've not even seen it yet! Side one is an adventure called *The Balrog and the Cat,* while side two's bonus program is yet another departure for 'El Supremo' as it's a 3D arcade-adventure written with CRL's *3D Game-maker.* This I must see! And if you must see it, then clip out the coupon and get it at 50p off the recommended price. Buy both tapes together and get all four games (three adventures and one arcade-adventure) for only £3.50, although overseas readers must add an extra £1 to their orders, whether buying one or both tapes, to cover the extra postage.

TO: Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, Lancs OL12 7NX.
FROM ....
ADDRESS ....
....
Please send me the following Spectrum games at the special *Your Sinclair* prices:

Dark Night Sky/Behind Closed Doors	£1.99
Balrog and the Cat/3D Game	£1.99
Both tapes together	£3.50

(Overseas readers add £1 to cover postage).
I enclose my cheque/postal order for £.......... made payable to Zenobi Software.

River Flows On

River Software continues to release good adventures at a steady pace, and two double-play tapes have come out since my last set of offers. If you enjoyed those you won't need much encouragement to send for the new ones — but in case you do need encouragement there's a bit of a discount on offer. First tape is *The Enchanted Garden/Jack and the Beanstalk,* which I haven't had space to review but you know you can expect the usual professional River product. The next release was *The Domes of Sha* which had a word-game on the 'B' side: *Letter Bomb.* I have reviewed these two, and that should have been printed by the time you read this, but just in case it hasn't, then my personal rating is 8/10. Now that ain't bad! And reader **Allan Phillips,** who also reviews adventures for the ACL dossiers, rated it as author **Jack Lockerby**'s best game yet. On either tape there's a 25p discount, but buy them both and Lockerby goes mad and knocks an extra 75p off the recommended price.

TO: River Software, 44 Hyde Place, Aylesham, Canterbury, Kent CT3 3AL
FROM ....
ADDRESS ....
....
Please send me the Spectrum versions of your following releases at the special *YS* price. I enclose my cheque/postal order for £.......... made payable to River Software.

The Enchanted Garden/Jack and the Beanstalk	£2.25
The Domes of Sha/Letter Bomb	£3.75
Both tapes together	£5.25

Essentially Mythical

Jekyll and Hyde from the Essential Myth programming team was a mega-game in these pages.

For me it leaves horror games like *Frankenstein, Wolfman* and *Dracula* standing. The game was on offer last time round, but since then the programmers have been busy writing the improved 128K versions — which have tons of extra text and features, more objects to be examined, more of everything in fact. As I wanted to include an Essential Myth game again I said I'd only offer *Jekyll and Hyde* on one condition: the Xmas price had to be even lower than last time. And they agreed! The prices are a real bargain for a three-part graphic adventure with instruction booklet and postage included: £4 for the 48K version, £5 for 128K tape and £7 for +3 disk.

Coupon:
TO: The Essential Myth, 54 Church Street, Tewkesbury, Gloucestershire GL20 5RZ.
FROM ....
ADDRESS ....
....
Please send me the following version of *Jekyll and Hyde* at the exclusive *Your Sinclair* price. I enclose my cheque/postal order for £.......... made payable to The Essential Myth.

48K tape version	£4.00
128K tape version	£5.00
Plus-3 disk version	£7.00

A Fairly Difficult Fistful

My chortlesome chums at Zodiac Software have come up with a twin-adventure tape incorporating two recent releases that have both had full reviews in the past year from me, and both of which scored 8/10 on my special Personal-Ratings-ometer. The games are *Fairly Difficult Mission* and *A Fistful of Blood Capsules,* both packed with more jokes than you'll find in the average box of Christmas crackers. In fact that's where they get most of their jokes from, but they won't admit it. Both adventures are also packed with parts, with no less than 10 different parts going to make up the two games. Originally they'd have set you back £7.50, if you'd bought them both, but now as a Christmas treat you can have the two on one tape for £2.99. Less than 30p per part!

TO: Zodiac Software, 22 Peakdale Avenue, Goldenhill, Staffs ST6 5QP
FROM ....
ADDRESS ....
I enclose my cheque/postal order for £2.99 payable to Zodiac Software for one copy of your special *Your Sinclair* compilation tape of *Fairly Difficult Mission* and *A Fistful of Blood Capsules.*

ILLUSTRATION: Jason Daley

CHRISTMAS BOX

Tartan's Trillions

Trillions of adventures on offer from Tartan Software this time, at even lower prices than they were offered last time out. And if you bought them last time out . . . well, just bog off and order something else this month. The previous offer included *Double Agent* at £3.25, but this time it's only £2.95 and includes a bonus adventure as well! This one's called *Escape*, and author **Tom Frost** originally wrote it for the Spectrum Adventure Exchange Club, which has unfortunately now ceased to be. Nothing to do with Tom's adventure, of course, but he thought it a shame that the game should lie neglected so he's put it on the back of *Double Agent* for the benefit of those *YS* readers who haven't yet bought that game.

Also on offer from Tartan Tom is a tape he's called *The Tartan Five*. This is made up of, you'll never believe it, five Tartan adventures: *Shipwreck, Castle Eerie, Prince of Tyndal, Crown of Ramhotep* and *Prospector*. Buy them all separately and they'd set you back £7.85, but buy them through our coupon and you can have 'em all for £4.95. And if you've really got time on your hands over the hols, then what about *The Tartan Eleven?* Not an adventure featuring the Scottish football team, but Tartan's *Six-in-One* pack that's aimed at beginners, plus all the games making up *The Tartan Five*. Buy that little lot and the total price is reduced from £12.80 to £7.80. Save yourself a fiver. . . and have enough adventures to keep you playing till next Christmas.

TO: Tartan Software, 61 Bailie Norrie Crescent, Montrose, Angus, Scotland DD10 9DT.
FROM ....
ADDRESS ....
....
I enclose my cheque/postal order made payable to Tartan Software for £.......... so please send me the following Spectrum adventure packs at the special *YS* prices:

Double Agent/Escape	£2.95
The Tartan Five	£4.95
The Tartan Eleven	£7.80

Mike's special Christmas Gift to you.

An All-Encompassing Offer

On some of these offers the prices are exclusive to *YS* readers, but this offer from Compass Software is even better than that as the tape itself is exclusive to us too! Called *The Compass Collection*, it's been specially put together for this *Your Sinclair* Christmas special by Compass's **Jon Lemmon.** Jon's the author of two ace games, *Demon from the Darkside* and *The Golden Mask*. Both these games are on side one of the tape, and my verdicts when they were first released were personal ratings of 7/10 and 8/10 respectively, and value-for-money ratings of 8/10 and 9/10. And that's when they were priced at £2.50 each! Now you can have them at a price that'll send the value rating way off the clock!

Side two of the tape is made up of two connected games written by **Jon** with **Tim Kemp.** First is that old favourite *Project X: The Micro Man*. It's not just one that I like, as maestro **Tony Bridge** chose it as one of his own four favourites when he compiled his *Fourmost Adventures* tape. That game was followed up with *The 'O' Zone*, which I rated slightly poorer but still gave it 5/10, and that too was originally available at £2.50.

YS readers can now have all four of these games at a price even I can't believe: £1.99 for the lot! That's the bargain of the year, let alone of this month, so grateful thanks to **Jon Lemmon** for putting *The Compass Collection* together especially for us.

TO: Compass Software, 111 Mill Road, Cobholm, Gt Yarmouth NR31 0BB.
FROM ....
ADDRESS ....
....
Please send me *The Compass Collection* at the special *YS* price and I enclose my cheque/postal order to Compass Software for £1.99 in payment.

Luv Santa

A very special Christmas gift from me to you comes with the revelation that lucky +3 owners can at last play some of the adventures from the world's greatest adventure writers; the mighty Infocom! And that includes my all-time favourite adventure, *The Hitchhiker's Guide to the Galaxy*, as well as the famous *Zork* trilogy, magical adventures like the *Enchanter* trilogy, and even the rather rude *Leather Goddesses of Phobos*. Before you turn the page in the belief that I'm up to my April Fool tricks a bit early, let me assure you that it's all perfectly true and I've just been enjoying a quick galactic hitchhike on my +3 to prove it.

Your thanks should really go not to me, but to Locomotive Software, who recently implemented a version of CP/M Plus for use on the +3. Phil South reviewed that in some detail in the October issue, and mentioned the thousands of CP/M Plus programs that it should now be possible to run on the +3. Ah-ha, I thought, there are CP/M Plus versions of most of Infocom's games available on 3" disk for the Amstrad CPC and PCW machines. Are we in business, I thought?

So far I've been able to test out nine of those, and yes we are in business! Seven of them run perfectly and easily, without alteration. Just load up CP/M Plus on your Spectrum, stick in the CPC/PCW disk, type DIR to get a directory of files on the disk, then type in the appropriate file name. With several of the adventures there are various files on the disk, covering slightly different versions of the games for the Amstrad CPC464, 664, 6128 and PCW computers, but you can pick almost any of these and they work with differing levels of success. I've found the 6128 versions to be the closest to the +3 screen layout, though of course as the games are in 80-column mode you have to use the flip-screen technique that Locomotive has devised to enable these programs to run on the Speccy. The full screen is divided into left- and right-hand sides (which overlap to a large extent in the middle) and you flip between the two sides in order to read the full text. Good practice for would-be tennis umpires, but a bit awkward at first, though you get used to it and it does mean you can actually play the games.

Ones I've checked out as successful so far are *Ballyhoo, Moonmist, Leather Goddesses of Phobos, Hitchhiker's Guide to the Galaxy, Infidel, Seastalker* and *Sorcerer*. The only failures were the last two titles to be released for the CPC/PCW, *Stationfall* and *The Lurking Horror*, but I have hopes of making these work as well once I've played around with the installation program that should allow the creation of versions of the programs that will conform to the Spectrum's screen requirements.

Now for the bad news: Infocom stopped publishing CPC/PCW versions of their games with *Stationfall* and *The Lurking Horror*, so any releases since then are definitely not available, even in America. The company also stopped duplicating CPC/PCW versions of their earlier titles at the same time, so that once stocks were run down then the games were no longer available. You might find them on the shelves of your local software shops, or advertised by mail order companies, or offered second-hand, or on sale at Amstrad computer shows, but you won't be able to simply order them direct. It's worth persevering, though, as Infocom games are without doubt the best adventures in the world. Merry Christmas!

CP/M Plus for the Plus-3 is available at £29.95 from Locomotive Software, Allen Court, Dorking, Surrey RH4 1YL. The package includes their Mallard BASIC as well.

THE DEVIL'S HAND

After a bit of a wait author **Jon Lemmon** has completed the final part of his *'Darkside'* trilogy, coming after the excellent *Demon from the Darkside* and *The Golden Mask*.

The professional colour inlay explains the background to the story. The basic idea is that you play the part of Morrack and must 'battle against the dark hordes of evil', meaning you're on a Seek and Destroy mission against that nasty piece of work Draylon . . . sorry, Drakon, and must destroy his black soul before he can destroy the great Wizzard Zorron.

One thing that impressed me about the first two in the series was that, like the inlay, although these are essentially from a one-man software house, the results would put many a professional outfit to shame, no names mentioned. *The Quill* has been used with *The Press* text compressor to cram in 30K of text and 14K of graphics: 30 of the 70 locations are illustrated, and these are nicely done but do take a while to draw. Still, there's always the PON/POF feature, to switch pix on and off as you wish. Other options include STORE to save to RAM, STAY/FOLLOW instructions to give to other characters, a VOCAB command to prevent you wasting time trying to find the right words, and a free compass with every adventure! Just type in COMPASS and you'll be reminded of the arrow symbols which are used to show the exits.

You start next to an old sea wall, and "to the south a large Troll moves swiftly as if he has my scent." Too true he does, as five moves later he pounces and you're deaded! It takes a few experimental moves here to try to work out the best thing to do, but no sooner had I escaped the reaches of the Troll than I was in a circle of black twisted trees where an Orc was waving his weapon at me. Dirty devil. I noticed a deep dark pit. Should I risk it? Okay, down I go (complete with sound effect) to find, yippee, a sword — but before I can pick it up the Orc drops down too and rips my throat out. Rats!

These early sudden deaths might have put me off a lesser game but there was always enough interest to keep me plodding on, getting a step closer to a possible solution each time. Another black mark for several spelling mistakes (e.g. 'guidance', 'friendley' and 'embeded'), but a bonus for the good use of sound effects — one was so unexpected that it really made me jump, but I won't spoil the surprise for you. Another nice touch are the graphic symbols used for game objects, and the screen presentation and layout is very well done.

There are a couple of potential allies in the adventure, if you treat them right, though don't expect the sophistication of a character in *Gnome Ranger* or a *PAW*'d game. I felt *The Devil's Hand* was far easier than its predecessors, as I progressed through quite steadily clocking up the percentages, but it's well above average for games in this price range and it would be money well spent. I'm now hoping for a fourth game in this trilogy!

Graphics
Text
Value for Money
Personal Rating
7

Title:	*The Devil's Hand*
Publisher:	Compass Software, 111 Mill Road, Cobholm, Gt Yarmouth NR31 0BB
Price:	£2.50



LOST SOULS

If anyone's wondering why SEAC closed down, then the answer's because **Steve Lodey** joined. "He has that effect on organisations," he says. In which case, stop reading *YS* at once! But first, can anyone help him on an adventure that was free from SEAC, *Beautiful Dreamer?* It certainly sounds an interesting game, as Steve says he can't get the kippers and the rope and he thinks he needs them to deal with the chef and get the password for the butler. Send your kipper-clues to 5 Felix Road, Felixstowe, Suffolk IP11 7JD.

Can anyone shed any light on *Wizard Spell*, the light being needed in the Eerie Tunnel, which is too dark to enter. Hovering outside the entrance for nearly two years now has been Mrs A. L. Harker, so can someone please help her get in?! The address is 3 Rogers Place, West View Estate, Hartlepool, Cleveland TS24 9NA.

Now for a golden oldie — and that's just the player! Only joking, honest, or I'll be in trouble with the Adventuring Major who asks about an adventure called *The Code*. Anyone heard of it? The questions are how do you enter part four of the game, and how do you break the code? The answers to go to **Major W. Beardwell** Ret'd, 6 Manor Park, Norton Fitzwarren, Taunton TA2 6SG.

Now for a Monster — and that's just the player! Hang on, I've just used that one. Oh well, too late now. The adventure's called *Monster* and the reader's called **Bradley Howe,** his address being 192 High Street, Harlington, Middlesex UB3 5DP. Can any of you lot out there tell him how to fix the suit of armour, and how to get the carpenter to make some oars, as by this time he's run out of money.

Well and truly lost in various Zodiac adventures, and loving every minute of it, is **Brian Harris**, 47 Valentine's Way, Rush Green, Romford, Essex RM7 0YD. In *Soapland*, what's to be done after arresting the bloke on the roller skates? In *Scary Mansion*, how do you get the key away from the guardian and survive? And in *For Your Thighs Only* (wha-hay!) how do you get out of the bath at the very start?

And **K A Rees** of 4 Montgomery St, Roath Park, Cardiff CF2 3LZ would like to hear from anyone who's solved *Venom*. So would I, come to that.

ADVENTURERS INTERNATIONAL

If there was room I'd also say more than just 'Hello' to **Maurice Broad**, who wrote from Bangkok in Thailand. **Andrew McCall** wrote from South Africa, but unlike another magazine I could name I didn't refuse his help requests just because of the country he comes from. Well, I'll have to refuse two of them because I've got no info on them at all, so can anyone come to the rescue? In *Temples Of Terror* how do you dispose of the dragons? Andrew's sure it's the sun room but can't get in without being fried. And in *Time Of The End*, how do you get into the underground chamber in the lake? The address is 306 Mount Curtis, Main Road, Sea Point, Cape Town, South Africa.

Finally, a letter which sets an example more people should follow. **Wacky Wimpie Castermans** sent me a photo of his sister in the bath, with scarcely a soap bubble to cover her nether regions. At least he says it's his sister, the gorgeous **Zulma**, and while she's certainly gorgeous, and rather big to be his little sister, I have a sneaking suspicion he's having me on. The fact that the photo's cut from a magazine is one teensy-weensy clue. Never mind, I wish Zulma every success with her Mike Gerrard Fan Club, so send all applications to her at Dooist. 21, B-3610 Diepenbeek, Belgium and claim you free badge, tee-shirt and pair of signed underpants now! (Does something tell you that Wim and Zulma aren't entirely serious about this?)

Maggie Romaine-Evans is no doubt still sunbathing out there in Javea in Spain, which has the best climate in the world according to the World Health Organisation. See, the things I know. When she's not lounging around in the sun, Maggie's trying to get past the road block in *Shadows Of Mordor*, and trying to deal with the wimpy and skinny orcs. To start with the orcs, DROWS EHT HTIW MEHT LLIK OT MAS TEG. And to pass the road block you'll need... a pass! This is otherwise known as, TNEMHCRAP YSAERG A.


SEGA
TV ARCADE ACTION

Nanananananananananan-anananana Batma-a-a-a-a-a-n! Of course, if anyone ran around in a bat suit with an enormous cape in the middle of Derby, he'd probably get arrested. But in Gotham City, anything seems to go. They happily tolerate villains, for example, that any other city would just bung in the funny farm and be done with. And for senior policemen, they have in Commissioner Gordon and Chief O'Hara two men with the combined brainpower of an ashtray. No wonder they need the Caped Crusader and his 'friend' the Boy Wonder.

Of course Batman is probably better known in these parts for his role in John Ritman and Bernie Drummond's first stab at the 3D isometric genre a couple of years back, which paved the way for what I still think is the best Speccy game of them all, *Head Over Heels*. *Batman I* was a brilliant game, to be sure, and kept me virtually padlocked to my Speccy for about six weeks, but even its greatest fans would have to admit that it didn't have an awful lot to do with Batman. Ocean, I got the feeling, was a little concerned about this too, so when it decided to put together a sequel, it was generally agreed that an entirely different approach was called for. Step in Special FX, the Liverpool-based programming house, which has already provided hits for Ocean in the shape of *Firefly* (a YS megagame earlier this year) and *Gutz*. Their version of *Batman* is much truer to the original, and although quite different, it's every bit as good a game as the Ritman/Drummond epic.

As for the presentation, slick is not the word. Or perhaps it is. Depends whether you like the word 'slick', really, doesn't it? Like its predecessor, it's an arcade adventure, but the problem solving is now tied in with the (fairly soppy) plot. The rooms are represented by rectangles of different sizes, and as Batman moves around, the previous room isn't wiped off, but subtly faded, so you can usually see some of it behind the new room. I'm sure we've seen this palimpsest technique before (good word, eh?) but never as groovily as here.

The graphics themselves are stupendous — some of the best I've ever seen on the machine. Colourful, expressive and, most crucially, visible, they skilfully manage to avoid the blockiness of games like *Karnov*. You move Batman from left to right, in and out of the screen and occasionally up and down ladders. (It's vitally important to keep an eye out for these ladders, for without them you won't get very far.) Batman walks around his Batcave and then through the streets of Gotham, all the time bumping into various heavies who occasionally take potshots at him. Every so often he sees things on the floor which he picks up and can then use later on. One such item is the Batarang, which he can fling at baddies (although oddly you never see it return). The keys control system here is very good — you only need the four normal movement keys and FIRE, and with various combinations of these you can do all sorts of things. I myself found keys easier to handle than a joystick, but you may disagree.

Press DOWN and FIRE simultaneously, for instance, and you'll switch to another screen full of icons — piccies of things you have picked up included. Other keys let you drop things, use things (and be careful to use them in the right place — once used they're gone), quit the game, toggle between black-and-white and colour and decide what colour you want your border. The border, which extends right to the edge of the telly screen, can be in any colour you want (of the eight the Speccy does, that is — let's not get too ambitious!), giving you the entirely false but somehow pleasing impression that the game is played on a larger canvas than the usual rectangle-within-the-rectangle. And each time you pick something up, or flip to the icons screen, a huge red Batman logo leaps out of the screen at you, just like on the telly. They don't muck about, these Special FX boys.

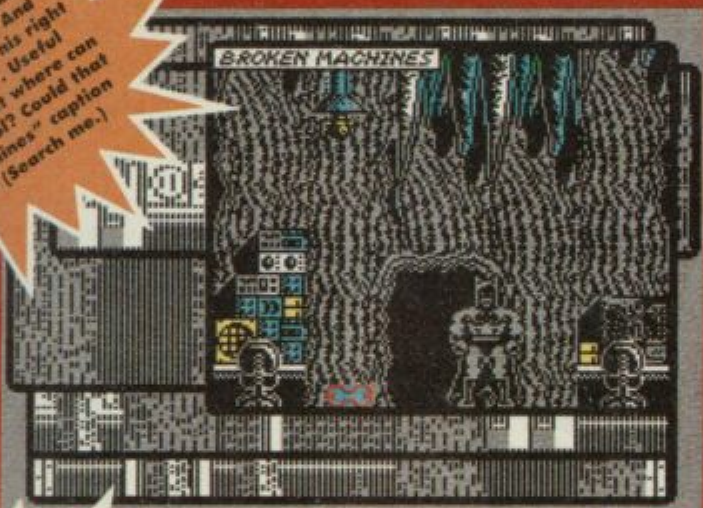
But what's perhaps most brilliant of all is that there are actually two games in one here — one substantially harder than the other, but both equally brillsville. "A Bird in The Hand" (the easier one) finds you trying to switch off a renegade computer which is holed up in the Penguin's mansion, while "A Fête Worse Than Death" has you burrowing around in the sewers of Gotham City trying to defuse ten bombs planted by the Joker, before you can go off and rescue Robin from being crushed by a rollercoaster at the local fair. You do tend to get shot at a lot — or bumped into by particularly aggressive little penguins — but fortunately your energy only drops a bit each time, so you can withstand a fair few shots. As well as zinging your Batarang at your enemies, you can also boot them in the Gorbals by pressing about three buttons simultaneously (I told you this was clever). And as with the best of these games, there's always the next challenge — where's the safe? Where's the security pass? Which flipping door does the lockpick unlock? — that keeps you playing, and playing, and playing . . .

So, yet another triumph for Ocean, and without doubt Special FX's finest achievement so far. I know what I want for Christmas . . .

Game .... *Batman — The Caped Crusader*
Publisher .... Ocean
Author .... Special FX
Price .... £7.95 cassette, £14.95 disk
Berkmann's Opinion .... Reet groovy

GRAPHICS	
PLAYABILITY	
VALUE FOR MONEY	
ADDICTIVENESS	
	9

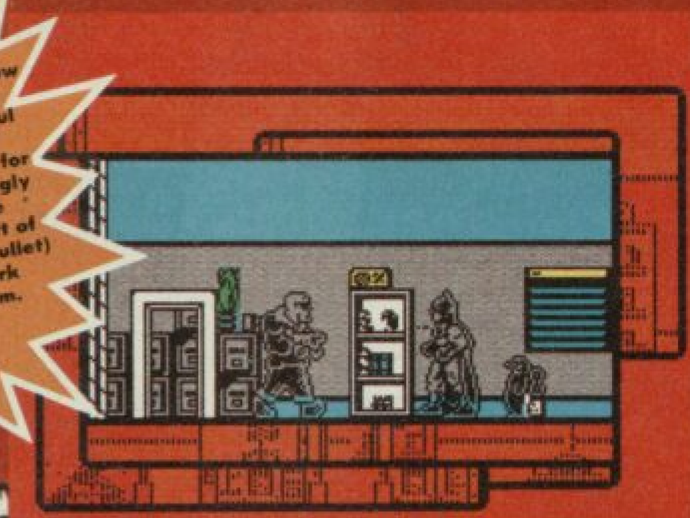




Here's Batty wandering about his Batcave looking for things to pick up. And what's this next to his right bootsy? A "tool". Useful things, tools. But where can he apply his tool? Could that "broken machines" caption be a clue? (Search me.)



Batty reaches the roof of one of the buildings – useful things, ladders – and meanwhile I've made things extra difficult for him by making the borders that revolting purple colour, and so probably making him throw up. Chortle!



In the warehouse, and now the border's that lovely shade of blood red. (Useful thing, blood.) Batty's in trouble, as you can see, for not only has that plug-ugly just shot at him (the little black line just to the left of the caped one is the bullet) but there's a clockwork penguin just behind him. Holy cogwheels!



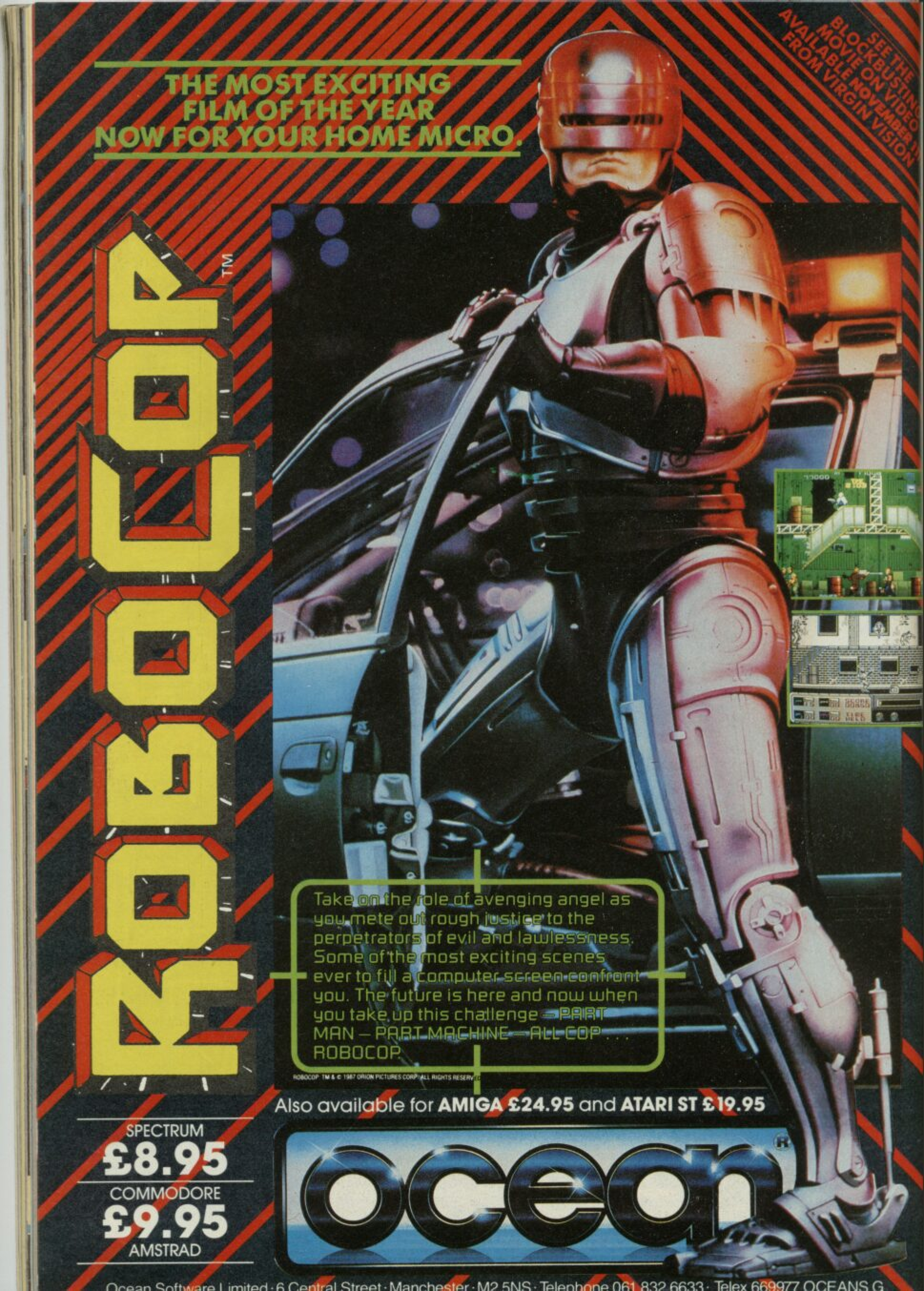
This icon screen shows that our crusading chum isn't in such good shape. (Useful things, shapes.) All the icons of the bits and bobs he has picked up are down the left and right hand side (in order, tool, lockpick, door key, batarang, batdisk, rope) while the action icons squat smugly in the middle, near the batcursor. But it's those batcharts at the bottom I'm worried about. Will it soon be time for a batdeath?

YOUR SINCLAIR MEGAGAME

BATMAN 2

THE CAPED CRUSADER

Holy sequels, Robin! Old Batty's back again, zooming around those Gotham City streets. *Marcus Berkmann* went to see what the flap was all about.


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FILM OF THE YEAR
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CHRISTMAS SPECIAL



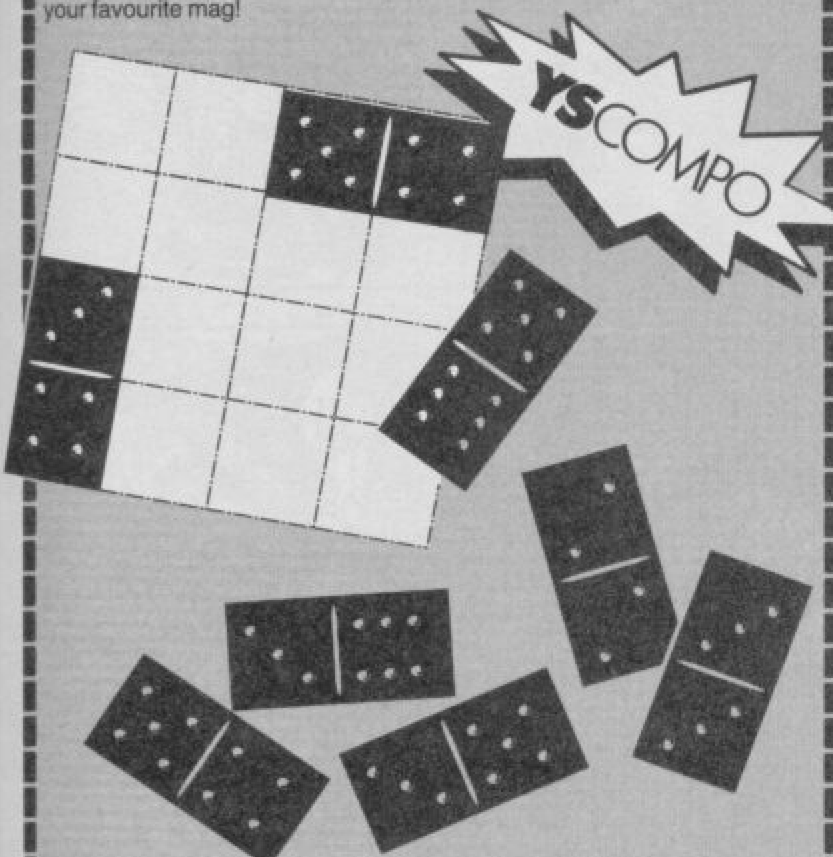
PETE'S PUZZLERS

Providing the entertainment for Boxing Day, *Pete Shaw* is here once more to tease and trick you. Who knows, you may even win some goodies too!

Not A Card Trick

Mark Harris of Chadwell Saint Mary in Essex came up with this month's mega-prize-winning-extra-thirst-quenching-pop-it-in-an-envelope-winning puzzler, and jolly good too, I say.

Now, the problem is simple. The dominoes have to be put into the grid, but not in any old order — oh, no, that would be far too easy. What you've got to do is arrange the dominoes shown so that the horizontal, vertical and diagonal totals of the spots add up to 15! I warn you, it ain't as easy as those 'Magic Squares'. But then, you wouldn't expect anything less from your favourite mag!



Have you got all that sussed then? Well, I am surprised! How do ya fancy winning yerself a bundle of games? All you have to do is send the correct answer in to this month's prize puzzler, and yes, you could be the lucky winner (as long as your answer is correct, I'm in a good mood and you enclose a sterling bill of a large denomination... Joke!)

Okey cokey Pete, I've got this one sussed, and here's where to send the gear . . .

Name..

Address ....

....

....**Postcode**.......................

Fill in the coupon and send it off tout suite to the Even A Bottle Of Christmas Spirit Wouldn't Stump Me, So Hand Over The Goodies, Pete' Compo, YS, PO Box 1509, Enfield, Middlesex, EN1 1LQ.

Any entries received after 31st of January will be pinned up and laughed at; Employees of Dennis Publications who try to enter will be pinned up and laughed at; Pete's decision is final, and if anyone is found arguing, T'zer will be pinned up and laughed at.

It's A Cracker!



You can thank **Arif Umer** of Manchester for this gem . . .

How did a man fall off a 100ft ladder and live?

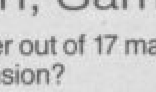
He was standing on the bottom rung at the time!

Coin Oops

My mate **Gordon Mace** from Malta (Hey Gordon, any chance of spending a week round your place?) sent me in this one. Ta ver much Gordon, and don't forget I quite fancy a holiday soon . . . *(snip* Ed)...(snip...Pete).

A man found a small coin in the street. On examining the coin he found the date 327 BC. Wow, thought the man, riches beyond my dreams and all that rot. He quickly took it to a friend of his, an archaeologist by the name of Harry. When Harry looked at the coin he said it was simply a hoax. How was he sure?

It's Another Cracker!



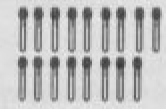
Which is the odd one out of these numbers?
2 6 10 13 17 23

Number 17 — because the rest come with rice!

Matchit Again, Sam

How do you make a tower out of 17 matches which would be higher than T'zer's country mansion?





Probably The Biggest Wordsearch In The World (Probably...)

Tax your brains well into 1989 with this *huge* puzzle, which I done myself. If you can complete it (or if you can find more words than anyone else), then you've a good chance of winning the new 'Rubic's Cube' puzzle — the circle! More of that later — first of all, you've got to solve the puzzle.

```
SGDHJKSAMNTIOJETHQORPEBNTHAMZIRWJKLSIN
KSOCRYPTOCRYSTALLINEKEJHSPQLMENHFHAIEW
DENORETSOCITROCYXOEDLSIENHFKLASHRIQPEK
LAJGDSFJHXNMASHDGQIEHAJSDBZMAKOERUAHSJ
KASOXCJSUDIUFYUSKDJHDAKJWHDIUQPQIRNCAZ
SJFGUEYCMZAKLSWUQTRFEASJHDALJHDJKHALDJ
SDFOJFTSDHSJDHRUWQWIXSDFJHSDHFKHSDHFOQ
SMSILAITNEUQESNOCBHFTKQURISNABXHDYEHSK
SJKLGSLHWITNMEBSHGTFRJANDBSNHRGEUAHSBD
JSDINJIJSHDBASJDFHNFOCXKJVHSNBNMVBASDH
JDFSJFBDJFNHDEDFHHJHAKJHDSFKHDUIYFJERT
SDFYASAFJENBSHRDJNDIMETHYLSULPHOXIDEJH
ASDTNBCHSKHETAOOGJFNPJKSDFKJHUWLAHGDFL
KJDNJHIJSKUTHWOETDSHHKSNDHSJTHRUHBGDHN
JSDAJSNDJALPOQNMCHHSEJNGSBEVWTAGSHNTAJ
KJHLJHUSDHABSHATWYEHTNSBHAIJNKMENGSISA
JKSLNVMAJSHDGEUJNASRAJKSNHTURGHABXGMNA
MSNLYNMANSMNTHUIWNHFMAJDHAUEHFNDBYHFND
DJFWHDONHJSNBCFDGEUSIODHUJTNGEHARDJSGA
FJDBJSCMJDKSMOIRNHABNGDAJSBHDGSEJDKSJD
NSMOAJRSJASNBDSVAEASEKIYDANJGSTJDHSGAF
NJGRNREIJKUELIPANNJKSLMANMDSWPAKJSDHAQ
HBFDKJTNKAJSNHDGTEOUTJHAMAIUOMAJHDJKAS
SDFNJSNAJADSKSDHDLDHSYEGARMHGADFKHSDHF
BHDRKSIIHJKSNHFEAYDGSJASKATIJLSAHGDJHA
HASYNHDRPROTOPORPHYRINGHSNIFCASDKJHFEA
HJSWASGASJHDGAFSRTJZHXGDATJHGSSDHJGFAS
JKDHGFSTKASJALSKDEKIUEFCGHGSRSKJKAUEHF
JKDCKJDNEKJDHSBHGOIOQPAIEAHJUIJKDNSMXZ
KJHYQWYEKDKNJGSHFRLKDERASCNMAMKSDHRKEW
KNSRHSJMKLYQWERTYOUIOPEASEDFGLHJKLZXCV
MNBEBVCHSCXHZASDFUJHGCGIGOGFDLHYRGDBHS
MNBGRTYSCTREESDFGLKJIURFDUJHGASDGYHGFD
IJHOHGFIIHJTYDFDSFGPOIESDSFGGTMNBHGFDS
HFFGEWQLMVGFDRLHGAOHYTBGFRDSEIHYIPJHGF
HGLLRDEBAHYTMALAPROPISMUHGTDROYTRAGFRE
UHBLRWQANOTREBNHTTFDYJUGWAFRDNHGDRJGFD
KJGYNRFTYLKGDSWOUEFDGGLKIGNBDRESAGMNHJ
KHRGIUGSDFGHJKCVBTCDSAHIUYTREWQASOKJHG
MITNUHGEOIHJGIEWQYRARECKJHBVGFCDXTGFDS
UTDYHGFSROYETMNHJLFXAESNBVCDSREATANHGR
YFBWPIGIDRARGVXDROREVAUQIMESIMEDIMEHBG
NJGGTRSDYJONHUIMPPJDBSNJAMSLINOPEOHJSN
HGFLIHCIHCMNAKSJUTHDGEFRSAEDRVSNHRFGJU
JKHLHGFTOJEGTSFANHREBADFLPORJNUGHHFDRE
GFDWJNTNTKNHSGAKTHANJSBWHYSGAJUINCBVFG
HEYPLUEAEKNMHTRGYUDFGVHRWQLPUBHNFONDSA
RUNRUNRUNSDFKJHSDFKHJSKDFASNBCASIRHSDS
IACIDBINGSKDBCJSKWIEYAGLEICHSCHALTUNGD
AJSAHDJSAJDKTNUGHWVABSGWTEKLITHUNCJSHE
FARFIMMEMUNDHEXAMETHYLENETETRAMINENDSM
HSJNJKWNHSGTAHEBHNJSSISENEGOENOCULGKIH
NJHAJDHVKLJBMXCUHBERUIHVJHSJPOEHFEGDHS
ANSLHDSCNBJHSGWPORUDJKSLGDJKSHCJHGUKOW
HGALHDGIUUYWERVVCJKBSJDFBPOWPERUYERVHS
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The BIG list . . .

Prize Puzzle

Acanthopterygian
Acetaldehyde
Adrenocorticotropic
Aerothermodynamics
Amaranthaceous
Antidisestablishmentarianism
Consequentialism
Cryptocrystalline
Deoxycorticosterone
Dextroamphetamine
Dimethylsulphoxide
Electrochromatography
Gleichschaltung
Gluconeogenesis
Hemidemisemiquaver
Hexamethylenetetramine
Intercommunicability
Llanfairpwllgwyngyllgogerychwyrndrobwllantysiliogogoch
Magnetohydrodynamics
Malapropism
Malassimilation
Polytetrafluoroethylene
Protoporphyrin
Schlumbergera

When you've finished that (tee hee!), complete this coupon and send it off to 'So, Pete, You Thought You Got Me There, But I've Done It Anyway' Compo, YS, PO Box 1509, Enfield, Middlesex, EN1 1LQ.) Make sure it gets here by January 31st too!

Name ....

Address ....

....

.... **Postcode** ....

Sort 'Em Out Santa

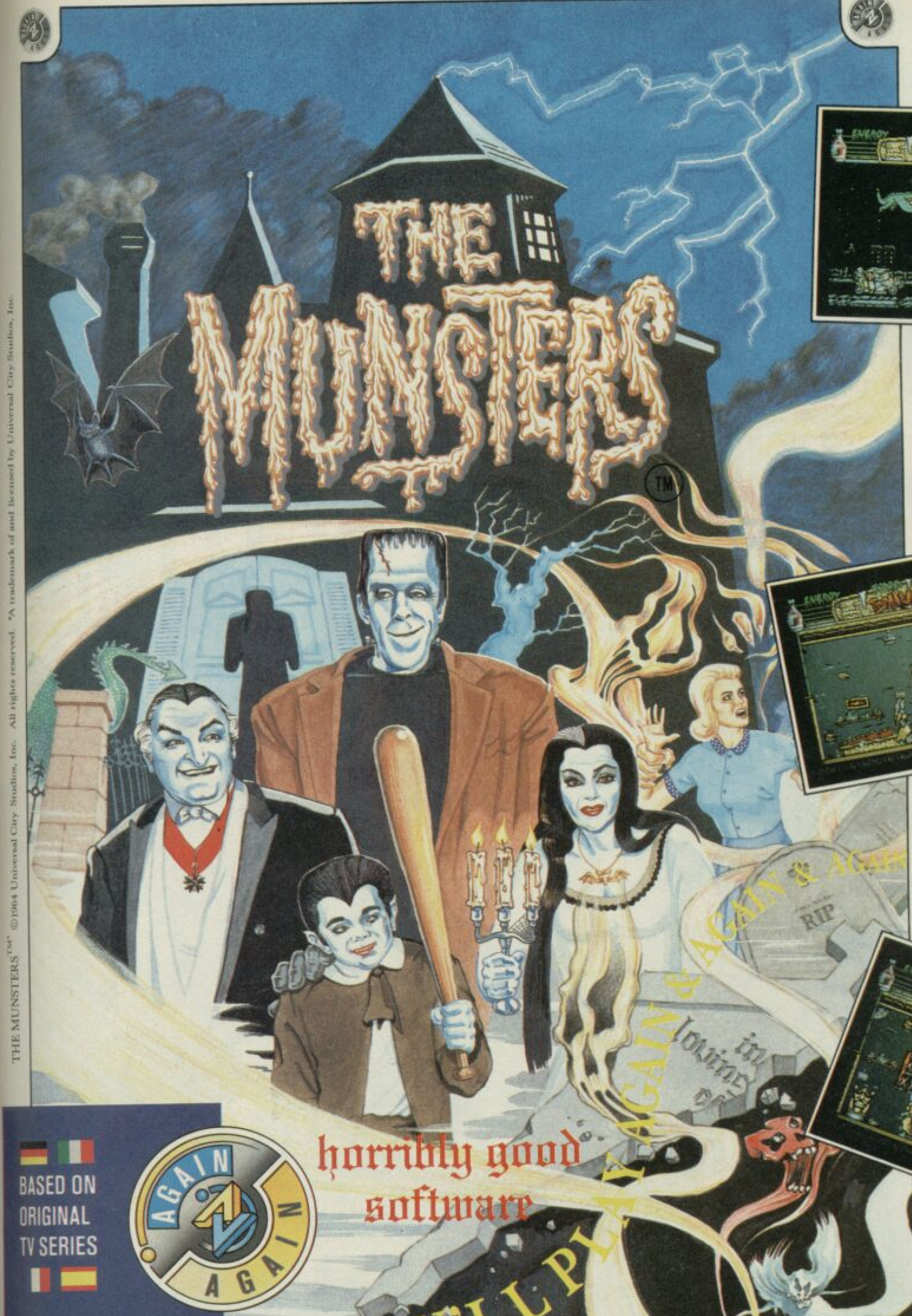
There are ten differences between these two pics of Santa, can you sort them out?





End Bits

Send me your best puzzles, and if I use them you'll get a prize. Simple innit. Just send your puzzles to Pete's Puzzle Page, *YS*, 14 Rathbone Place, London W1P 1DE. Your puzzle should be original — not torn out from another magazine (as I have seen before), and please don't specify the games you want, mingey old Jackie can't sort out particular games! And if you can't suss out this month's probs, answers are on page 142



From the depths of the darkside, 1313 Mockingbird Ave has been invaded by Ghouls, Zombies, Vampires, Ghosts . . .



Makes your blood run cold doesn't it? Because the munsters are such nice guys Old Nick has decided to teach them a lesson in "ghoulology" and bring them back to the underworld. To this end they have



kidnapped Marilyn – the swines. Herman, Eddie, Grandpa and Lily need your help to rescue her but, can you handle it? The Munsters The Game, based on the television series. This is a multi role all action arcade



game, with superb graphics and gameplay ENJOY IT NOW! Screen shots from AMIGA version.

It's time for Munsters. The first exciting release from AGAIN AGAIN. This haunting game will be available on ATARI ST (£19.99), AMIGA (£19.99), SPECTRUM (£9.99), C64 (£9.99), AMSTRAD (£9.99), MSX (£9.99), AMSTRAD DISC (£14.99), and C64 DISC (£14.99).
You can order direct by sending the order form along with a cheque or postal order made payable to:
TIGER DEVELOPMENTS (ENT.) LTD. to the address below. All orders will be despatched on day of release.
Units 3-7 Baileygate Industrial Estate, Pontefract, West Yorkshire WF8 2LN
Tel: (0977) 795544 Telex: 557994 RR DIST G Fax: (0977) 790243

ORDER FOR

Please fill in your nar & address details alo with the game format you require.

NAME . . . .

ADDRESSS . . . .

. . . .

FORMAT

THERE'S N(

Okay, so you know
but what you

(…)e
don't n(…)



PHOTOGRAPHER: ROGER PHILLIPS

Christmas is coming and Duncan's getting fat.
Please spend a penny in the old man's hat.
If you haven't got a penny a ha'penny will do.
If you haven't got a ha'penny — piss off!

Only joking! Why not enter our utterly amazing Christmas compo instead 'cos you could win billions* of incredible prizes worth billions of pounds**. There's a foldaway snooker table from Martech, a real leather flying jacket from Microprose, games from nearly every software company you care to mention and tons of T-shirts, sweatshirts, mugs and badges from everybody. So how do you get your hands on the loot?

*Well okay, there are 1500 prizes!
**Well loadsa dosh anyway!

NO ROOM AT THE INN . . .

he Three Kings bought presents of Gold, Frank Muir, sorry Frankincense and Myrrh,
on't know is they bought a lot more besides — and all for *YS* readers!



HOW TO WIN

It's a doddle! Turn over the page to see a whole load of simple questions each applying to a particular batch of prizes. It's up to you how many questions you answer — if you want to have a bash at winning absolutely everything you'll have to answer all the questions but since they're so easy why not do that? On the other hand if you don't know some of the answers (you clot) just answer the ones you can — you still stand a good chance of winning something. Once you've answered all, or as many of the questions as you think you can, fill in the coupon stick it on the back of an envelope, or a postcard, and send it to There's No Room At The Inn 'Cos It's Full Of *YS* Prizes Compo, *YS*, PO Box 509, Enfield, Middlesex EN1 1LQ.

. . . 'COS IT'S

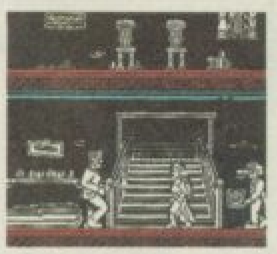


1

Accolade
Your're on the right track if you want to get your paws on a copy of Accolade's *The Train* 'cos it just so happens its giving 15 copies away along with five Accolade T-shirts. So get a steamin' and a rollin' and answer the question below.
Which famous traindriver had a beefburger named after him?
a. William Whopper
b. Casey Jones
c. Kevin Kingsize

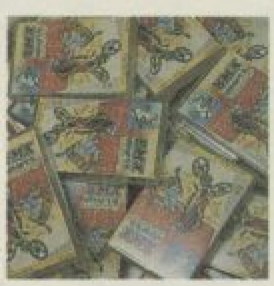
2

Addictive
Miss out on Addictive's generous offer of 25 copies of *Hot Shot*, 25 copies of *Football Manager II* and 25 *Football Manager Expansion Kits* and you'll feel as sick as a parrot, John. Get the following question correct and you may end up over the moon.
Who is England's football manager?
a. Bobby Robson
b. Billy Robson
c. Brian Robson



3

Again Again
Blimey, Again Again is offering 20 copies of its new horror spoof, *The Munsters*, to any bright sparks who can tell us the answer to this:
Where does Dracula come from?
a. Pennsylvania
b. Transylvania
c. Yugoslavia



4

Alternative
Get on your bike and grab a copy of *BMX Ninja* from Alternative 'cos it's offering a staggering 100 copies — whoopee! If you fancy an extra stocking filler have a bash at the teaser we've set.
Where does the Tour De France take place?
a. France
b. Germany
c. Bradford

5

Cascade
The angel of the lord came down and left 50 copies of Cascade's *Ace 2088* just for you lot. Or rather the lucky ones that manage to answer the peasy puzzler below.
Who was the first man on the moon?
a. Neil Armstrong
b. Peter Armstrong
c. Gary Legsweak

6

Destiny
Do you want to grab hold of one of 50 copies of *Trackmaster* from Destiny by its soft and wibbly bits? You do? Then try getting this teaser right.
What is Geoff Cape's famous for?
a. Being a fat wally
b. Being a very strong man
c. Being an ex air hostess



7

Digital Integration
One of the Three Kings has travelled from afar, well Watford anyway, to bring you 15 copies of *ATF* from Digital Integration. If you want a copy for Xmas you'll have to answer this:
What's the fastest plane in the world?
a. Gooney Bird
b. Robin Redbreast
c. Blackbird



8

Dinamic
While shepherds watch their flock you can play a wacky new arcade game 'cos Dinamic is giving away 25 copies of *Game Over II*.
Which one of the following page three girls has not appeared in a computer game?
a. Roger Whittaker
b. Corrine Russell
c. Sam Fox



9

Domark
Fancy yourself as Jean Michel Jarre? Well luckily for you Domark has stumped up a Casio Keyboard to celebrate the release of *Trivial Pursuits II*. Just answer this.
If you landed on a green square in Trivial Pursuits what subject would you be on?
a. Science and Nature
b. Art and Literature
c. Brain surgery

10

The Edge
Gasp, gasp, pant, pant! Gosh The Edge is giving away 25 copies of *Alien Syndrome* and 25 copies of *Fairlight II* to any Tefal head who can answer this.
Who is the lead singer of U2?
a. Bono Langford
b. Bono
c. Bono Fide

11

Electronic Arts
Crikey what a lot of prizes Electronic Arts is offering — namely 25 copies of *Artic Fox*, 25 T-shirts and 25 mugs. Answer this correctly and you may be a winner.
Which of these was present at the birth of Christ?
a. Three Wise Men
b. Roger Cooke
c. Roger Whittaker

12

Elite
Forget following the star of Bethlehem follow Elite and you may end up with one of 50 copies of *A Question Of Sport* or 50 copies of *Mike Read's Computer Pop Quiz*. Don't get this wrong if you want to win.
Who's currently got the highest voice on the TV programme A Quesion Of Sport?
a. Roger Whittaker
b. Emlyn Hughes
c. Ian Botham



13

Epyx
Jingle bells, jingle bells! There are 30 copies of Epyx's *Final Assault* for any *YS* reader who sends in the correct answer to the following poser.
Where does Father Christmas come from?
a. Lapland
b. Bishop's Stortford
c. Baltimore

14

Go!
Yes, we've got 25 copies of *Tiger Road* and 25 copies of *LED Storm* courtesy of Go! — but if you want them you're going to have to answer this little problem.
Who sang the number one hit Eye Of The Tiger?
a. Kylie Minogue
b. Roger Whittaker
c. Survivor

15

Grandslam
To welcome the birth of its new game, *Running Man*, Grandslam is offering five Marathon watches to the lucky geezers who can get this right.
What is five times five?
a. 10
b. 25
c. Roger Whittaker



16

Gremlin
Gremlin's gone completely potty and donated 50 copies of *Technocop* and 25 T-shirts to the *YS* Xmas Compo. Here's your chance to get one.
What does the Police code TDA mean?
a. Take Dat Anal features
b. Tow Datsun Away
c. Taking and Driving Away



17

Hewson
50 copies of *Cybernoid II* and 50 copies of *Uridium* are up for grabs from Hewson. The only thing's that's missing is a Yule Log. Pick up a copy by passing this test.
What does NASA stand for?
a. Need Another Seven Astronauts
b. National Aeronautics and Space Administration
c. No Aadvarks, Squirrels or Antelopes



18

Konix
Cripes, you joystick jugglers should be really pleased 'cos Konix is putting up 10 Navigator joysticks for you to wiggle. Try your luck at this little teaser to get hold of one.
What's the world record for number of bananas eaten in two minutes?
a. 17
b. 23
c. 156



19

Image Works
Image Works gave us a spiffing 20 T-shirts, 15 copies of *Fernandez Must Die* and 15 copies of *Foxx Fights Back* and now we're giving them to you. Well if you get his correct we are.
Where do foxes live?
a. Clapham South
b. A den
c. Page three of *The Sun*



20

Incentive
Don't be a mug win one by coming with the lowdown on this easy puzzle. Thanks to Incentive we've got 20 Freescape mugs on offer.
Which song brought fame to the group Free?
a. Tie A Yellow Ribbon . . .
b. Alright Now
c. White Christmas



21

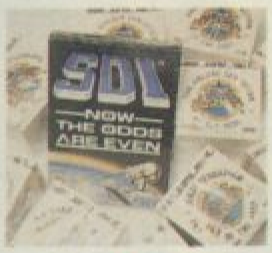
Martech
All you budding Alex Higgins out there will be thrilled to hear that Martech is offering a load of balls in our Christmas compo. Along with a superb foldaway snooker table. Pocket this one by answering this peasy question.
Who is the most 'interesting' snooker star?
a. Steve Davis
b. Cliff Thorburn
c. Jimmy White

22

Mastertronic
Hark we hear angels singing about 25 *Megaplay Vol I* compilations and 25 Virgin mugs that Mastertronic is giving away as prizes. Are you clever enough to win one?
What jolly little chap with a beard heads Virgin?
a. Roger Whittaker
b. Santa Claus
c. Richard Branson

S FULL OF *YS* PRIZES!!





23

Mediagenic

Well, blow us down with a hot curry. Mediagenic has offered 10 *Afterburner* noteblocks and 15 copies of *SDI* to help with the Christmas cheer (*I'd prefer a bottle of vodka! Ed*). Get this right and you're in with a chance to win something.

What speed does Concorde fly at?

a. Mach 1
b. Mach 2
c. Mac Donalds

24

Microprose

Chocks away! Microprose has just released *Airborne Ranger* — see this issue's review. And to celebrate it's donating a real leather flying jacket. Just tell us the right answer to this.

If there are bandits at 1 o'clock and it's 12.30 am how much time have you to spare?

a. Half an hour
b. Enough to make a cuppa
c. Get out of there fast!



25

Ocean

Do you want 10 *Operation Wolf* T-shirts, 10 *RoboCop* T-shirts, 10 *Operation Wolf* baseball hats, 10 Ocean baseball hats, 10 copies of *Operation Wolf*? Thought you might, but first have a bash at the following problem.

In little Red Riding Hood who did the wolf disguise himself as?

a. Roger Whittaker
b. Clair Rayner
c. Grandma



26

Palace

Cop a load of this! Palace is offering 25 copies of *Barbarian II* and 25 *Barbarian* T-shirts to the lucky winners who are clever enough to answer this dead simple poser.

Which page three girl is featured on Barbarian?

a. Maria Whittaker
b. Roger Whittaker
c. Margaret Thatcher

27

Rebel

Rebel has offered us 25 copies of its new game *Shinobi* but not before you give us the lowdown on the following teaser.

Which rather peculiar pop star sang Rebel Rebel?

a. David Sylvian
b. David Bowie
c. Roger Whittaker



28

Superior Software

Bag one of 50 copies of *By Fair Means Or Foul* from Superior Software by answering this simple question.

Who changed his name from Cassius Clay to Mohammed Ali?

a. Mohummed Ali
b. Mohummed Whittaker
c. Henry Cooper

29

Special FX

Holy Mackerel! Special FX has got 50 copies of *Batman II* up for grabs. But the riddler won't release them unless you can tell us the answer to this riddle.

What's black, white and red all over?

a. A newspaper
b. A nun with a javelin through her head
c. A zebra with sunburn



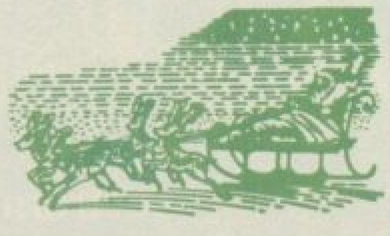
30

Telecomsoft

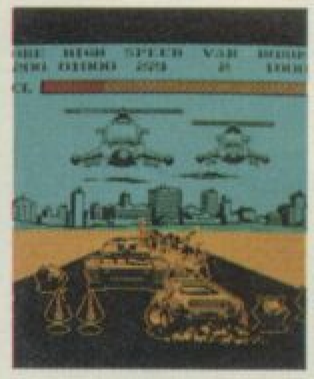
15 Microcameras, five copies of *Carrier Command*, 10 T-shirts, five copies of *Virus* and five copies of *Intensity* are for yooo-hooo! Well Telecomsoft says they are if you can answer this.

Which one of the items below is NOT a phoney?

a. The Piltdown Man
b. The Turin Shroud
c. Maureen Lipman







31

Thalamus

Yo ho ho! We could fall off a Yule Log backwards 'cos Thalamus has generously dug deep for 50 copies of *Sanxion* just for you lot. Be lucky or be a loser!

When did good King Wenceslas last look out?

a. On the feast of Phil South
b. On the feast of Steven
c. Half past three

32

Titus

D'you fancy one of 50 copies of *Fire And Forget*? Okay then we've got some up for grabs but first get your brain cells firing on the following.

The fireman Pugh, Pugh, Barney McGrew, Cuthbert, Dibble and Grubb star in which children's programme?

a. *Blue Peter*
b. *Camberwick Green*
c. *Trumpton*



33

Crumbs worra lot of prizes! US Gold has offered us 20 copies of *Echelon*, 15 sweatshirts, ten *OutRun* T-shirts and 50 *Thunderblade* badges. Answer the following to get your hands on these yummy goodies.

How quickly did the Guinness Record breaker, John Fletcher . eat 100 whelks?

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b. Two hours
c. Six Weeks

THERE'S NO ROOM AT THE INN COMPO

Since there's no room in the boozer I'll take a few prizes off your hands by filling in the answers to those very simple questions.

1	2	3	4	5 ....
6	7	8	9	10 ....
11	12	13	14	15 ....
16	17	18	19	20 ....
21	22	23	24	25 ....
26	27	28	29	30 ....
31	32	33		

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....

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Even as I read this I'm filling in the answers and my name and address and sticking the coupon on a postcard or the back of an envelope and sending it to There's No Room At The Inn 'Cos It's Full Of *YS* Prizes Compo, *YS*, PO Box 1509, Enfield, Middlesex EN1 1LQ.

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FOXX FIGHTS BACK!



Image Works/£8.99 cass/£12.99 disk

Ciarán This is one fox who's had enough. He's had enough of chubby horsemen chasing him around the country on their worn out nags. He's had enough of flea-bitten bloodhounds disturbing his Sunday Lunch (fried chicken of course!) and he's had enough of killjoy farmers surrounding their stock with barbed wire.

He's finally flipped and like some kind of rural Charles Bronson he's out for revenge. But what can a poor fox do against such odds? Surely he's going to be pretty helpless against hordes of dogs and horses? But maybe not! Maybe there is a way he can turn the tables — because the countryside's littered with weapons and ammunition and old Foxy has been in secret training with the SAS. So watch out you country dwellers, the hunter is about to become the hunted!

I'm sure that by now the more liberal among you are standing up and shouting that revenge is wrong. If you are, stay calm because there's more to Foxy's 'search and destroy' mission than getting his own back. Our hero's Vixen is stuck in the den and starving to death, so it's up to him to get out there and collect all of the apples, milk and other scrummy goodies that he can lay his paws on.

The rural play area is divided into two levels, above and below ground, and scrolls in both directions. Foxy runs, walks or crawls in either direction, collecting food and extra weapons along the way by running over them. It may be hard to believe, but Foxy is adept with pistol, shotgun and machine gun — but he'd better be because all of a sudden the whole countryside is like a battle zone.

The bloodhounds have taken the hint and got themselves an arsenal of rifles — and even the hens are armed to the teeth *(Hens don't have teeth! Ed)* with exploding eggs. Other hazards crop up along the way, including vicious squirrels, bear traps and dogs on motorbikes.

Foxy's health is represented by a small picture in the bottom left hand corner of the hero with his tongue hanging out. The longer the tongue, the tireder the fox — and when it reaches the bottom of the screen Foxy expires in a fit of exhaustion. The only way to increase the falling energy level is to dive down to the lower level and search a rabbit warren for a breakfast of bunnies.

Foxx Fights Back is fast, furious, funny and . . . erm, Foxy! It scrolls well, is quite difficult and pumps the adrenaline just enough to bring you back for another go. It may not be a classic, but it is a good romp and should take a while to complete.

YS CLAPOMETER

Not quite cool, clear and minty . . . but still a breath of fresh air.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

8



POWER PYRAMIDS

Grandslam/£7.95

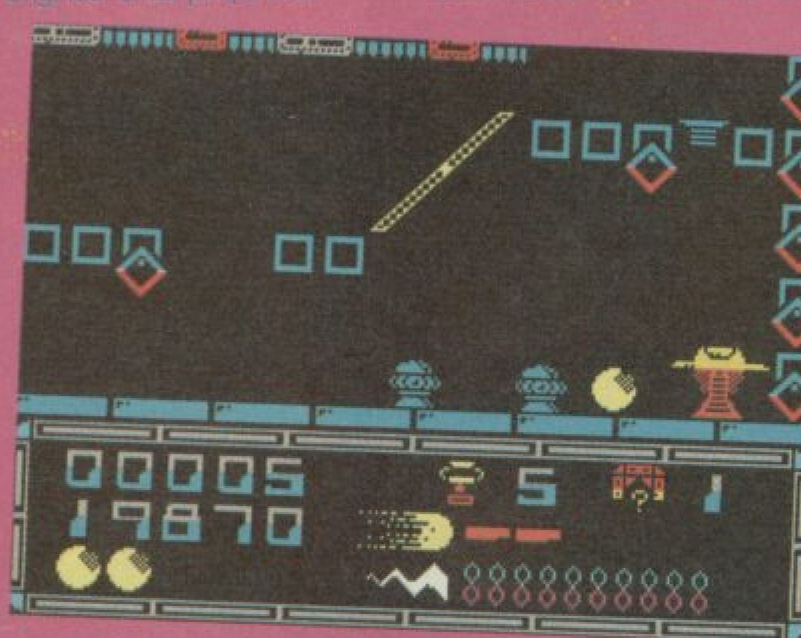
Marcus Sadly, this game has nothing to do with Egypt at all, which was something of a disappointment to me as I had to cross out about 8 billion hilarious Egyptian jokes. Like the one about *(Get on with it. Ed).*

Power Pyramids is in fact set deep in the mists of time and space on the planet T-Pyge, where some geezer came up with the idea of pyramids. Neat notion, I hear you cry, and although no-one came up with an actual use for the things they soon became terribly popular and much sought after across the galaxy.

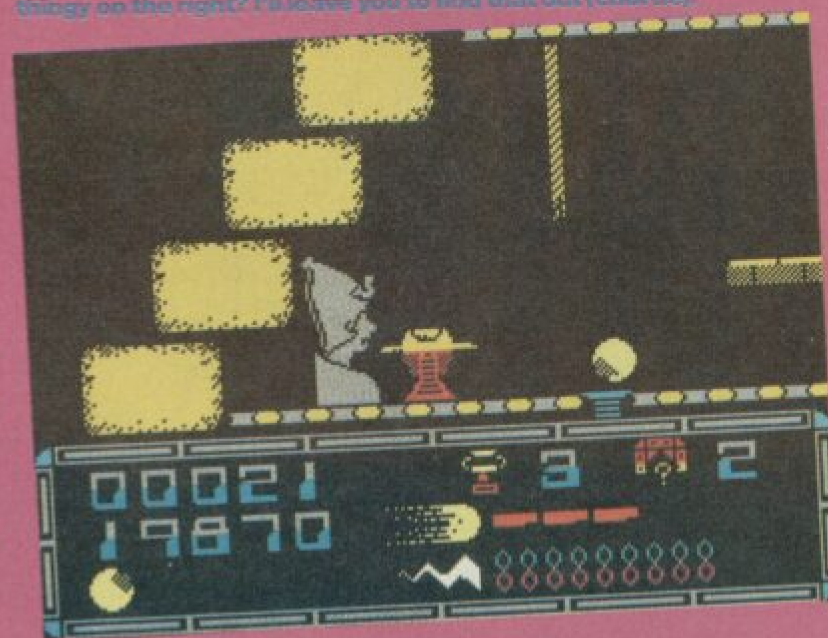
You, you poor sap, are a sort of hyperspace equivalent of a long-distance lorry driver, carrying these pyramid things around the universe in between bites of your intergalactic Yorkie bar. When you deliver four pyramids on Earth, all of different sizes, they all have to be reactivated, as the T-Pygeans, to save on spondies, switched them off before you left. But unfortunately you are a bit of a clot, for instead of doing it yourself, you have to guide a remote-control spheroid (bouncy ball to you and me) around the ramps and walkways. It'd take about a femtosecond to do it all yourself, but no ball, no game, so instead you launch into what Grandslam would have you believe is a complex maze of ramps and levels. You and I, on the other hand, would call it a spanking great platform game.

Now, regular readers will know that I am an absolute sucker for a good platty game, even though they are dangerously untrendy (unlike me, hem hem). This one's in the *Cauldron II* mode, but less bouncy (the ball does a lot of rolling around in this one) and with greater emphasis on problem solving. Each of the four pyramids has a series of levels which you get to and from using teleporters. On each level there is at least one power point, and you have to activate the lot. Simple stuff, eh? Not on your nelly.

For the problems come when you try to get to the things. Other than rolling along, you have only two ways of influencing the ball's direction yourself. Pressing the space key activates certain springs, which boing you high in the air and, with careful steering, onto the next platform. And with the Caps/Shift key, you can engineer small jumps over hazards. And that's all you can do. Part of the game's challenge lies in working out what you really can do with these keys, and how to get your ball to go places that no ball should really go (fnar). Things also perk up when you actually get to activate a power point, for then once harmless hazards suddenly become less harmless and more hazardous.



The first screen you'll see. The space bar gets you out of that little cage thingy in the middle, but how to get up to the transporter thingy on the right? I'll leave you to find that out (chortle).



Here the space bar helps you flick around the ramp, helping you get up to the spring, which can then help you get . . . where? Not those yellow things on the left, for sure. Don't they look just like the cross-section of a Crunchie bar? (Is it time for lunch yet?)

Other more helpful features in the labyrinth include energy boosters, which automatically recharge your batteries, anti-grav pads which bung you into the air and, my personal fave, permeable bits of flooring that let you jump up to the next level. More dodgy are accelerators which increase your speed setting to maximum, making manoeuvring around the place deeply tricky.

It's all cracking good fun, and although I'm sure I have seen about 200 games over the years that look more or less like it, it has a carefully constructed atmosphere of its own. And like all the best games, it's easy to start, hard to complete.

Perhaps the most impressive feature of *Power Pyramids* is its control system, which is easily learnt and used. We've had many bouncy ball games in the past which have been all but crippled by impossible control systems — *Cauldron II* is one that springs to mind — so it's good to see one that works so simply.

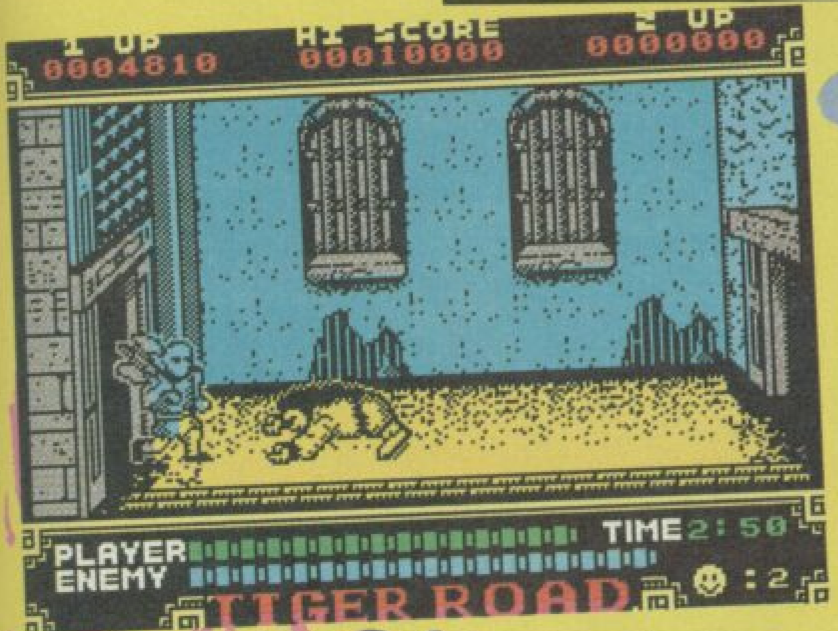
I wouldn't recommend it to everyone — specifically those dullards who aren't happy unless they have destroyed about half the universe's population before level two — but if, like me, you have a sneaking regard for these platformy things, I have a sneaking suspish that you might go for this in a big way. Now, there was these geezer from Cairo who *(Shut up. Ed).*

YS CLAPOMETER

Bouncy platform game with problem solving to the fore. Doesn't look up to much, but curiously addictive and challenging.

GRAPHICS	7
PLAYABILITY	8
VALUE FOR MONEY	7
ADDICTIVENESS	8

7



TIGER ROAD

Go!/£8.99

Sean "Ryo Ken Oh's gone and done it now, hasn't he?" "What do you mean? What's he done?" "Well he's swiped all the children from the local village, and someone's got to rescue them! Who else is going to play computer games otherwise? Go on, off you jolly well go." "Oh, alright then. But where to?"

S'easy, Capcom will show you where, cos you start *Tiger Road* just outside the place where the kidnapped children are held and being thrust straight into the action, you find yourself up against hordes of sword waving guards as you try to reach the entrance. Once inside, you'll be met by a number of large guards who need several well aimed hits to dispatch them. Alternatively you can avoid them by leaping from one level to another, up and down the three levels in this section.

Should you survive this lot, the evil Ryo Ken Oh will not give up. He'll send his minions to chuck loads of barrels at you instead. You'll have barrels rolling at you from both directions, which can be jumped over or hit. But if they hit you, then your energy will begin to decrease alarmingly. Oh no! Wrestling a sort of lion is next, followed by a bit of vertical scrolling as you attempt to climb a wall whilst being attacked by giant flies. Buzzz! And watch out for the sword waving, spear chucking guards, *and* the dodgy stepping stones which are a bit tricky to master.

Phew, there's lots to look out for and when you begin the game, all you have to defend yourself is a big axe. But don't despair, as you travel, large urns will be encountered, and three hits on the urn will reveal the contents, invariably one of three weapons; a big stick, another axe and a sort of yo-yo with spikes on, which has the largest reach and the most potent hitting power of the three.

Tiger Road is good but unfortunately suffers from one fairly common complaint. Addictive games in the arcade are fairly commonplace, and to make them stand out, loads of sound and brilliant graphics are added. When they are converted to the Speccy, however, attempts to include the graphics almost invariably lead to a loss of addictiveness. So while *Tiger Road* graphics do add to the game overall, horizontally scrolling, leaping and bashing games have been done much better before, and quite a while ago at that.

I don't think this will keep the average arcade addict going for more than an afternoon or two.

YS CLAPOMETER

Routine horizontal scrolling basher and jumper, nothing new but pretty graphics.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

6

AIRBORNE RANGER



Microprose/£9.95 cass/£14.95 Disk

Macca The Elite Unit is the dream of every self-respecting sadist. Keith Chegwin applied but was refused because he was too irritating; Rambo had a go but failed the knee tap test, even Phil South tried but was chucked out (and up) when he ate the swamp on the assault course.

The Airborne Ranger's are the best of the best of the best. Volunteers from throughout the Army step forward — but only the toughest, most dedicated and smartest (insert your own cabbage joke here) get in. But before even they can place a mere toe-nail inside those hallowed elite barracks, they must survive the most rigorous, toughest and downright stupid training course in existence. Then — and only then — can they wear that trendy black beret with RANGER embroidered on it.

In this game you play — remarkably enough — a ranger on a multitude of missions behind enemy lines. These missions range from your everyday sabotage jobbies (destroy munitions depots, cut pipelines) to your rarer heroic excursions (liberate POWs and free hostages). All must be completed in a tight time limit or death is inevitable.

First thing to do is strategically deposit your survival supplies over a scrolling representation of the map, and then strategically deposit yourself 'behind the lines'.

'Behind the lines' is an unastounding monochrome landscape, littered with bushes and rocks, trenches and barbed wire. Your ranger moves about, running or crawling, armed with a limited supply of bullets, grenades, time bombs and first aid kits. Soldiers mill about, dimly trying to align themselves with you, spraying bullets. Gun turrets sit in awkward positions, shooting and sending you scampering for cover.

The graphics are small and insignificant, your man runs about as an untidy collection of pixels. The playing area is a small rectangle in the centre of the screen, so the scrolling is smooth and easy. The sound is brusque, a couple of beeps and you'd be lucky. The way your character can interact with the landscape is quite impressive though. He can dive into trenches, crawling about in the dirt and even take cover behind rocks and trees. The large amount of missions adds to the staying power of the game, but — and this is a big fat ugly but — when you die (and this happens quite frequently) you have to reload the whole level again! Aaarghhhh! It's disgusting, foul, diabolical — aarghhh it's the pits!!

But if you ignore this detrimental gameplay draining feature, then you've got an attempt to combine shoot 'em up with strategy — and it only half works.

YS CLAPOMETER

A fair shoot 'em up with bearable graphics and acceptable addictiveness, but average multi-load stricken gameplay.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

7

TOTA
ECLIPS

Incentive/£9.95 cass/£14.95 disk

Marcus Pure pleasure, this. I was just hanging around the office in my "any games you want reviewin', guv" mode, when lo! the new Freescape game from Incentive came through the door and I was the first to get hold of it. Ya ha! Try getting it back now, suckers!

After *Driller* and *Dark Side* whizzed us off to galaxies far away, *Total Eclipse* brings us right back down to earth (and I don't mean Evath). In fact, Egypt is the setting, and you, sho' nuff, are an Egyptologist (*Come again? Ed*). Let's hit some history here.

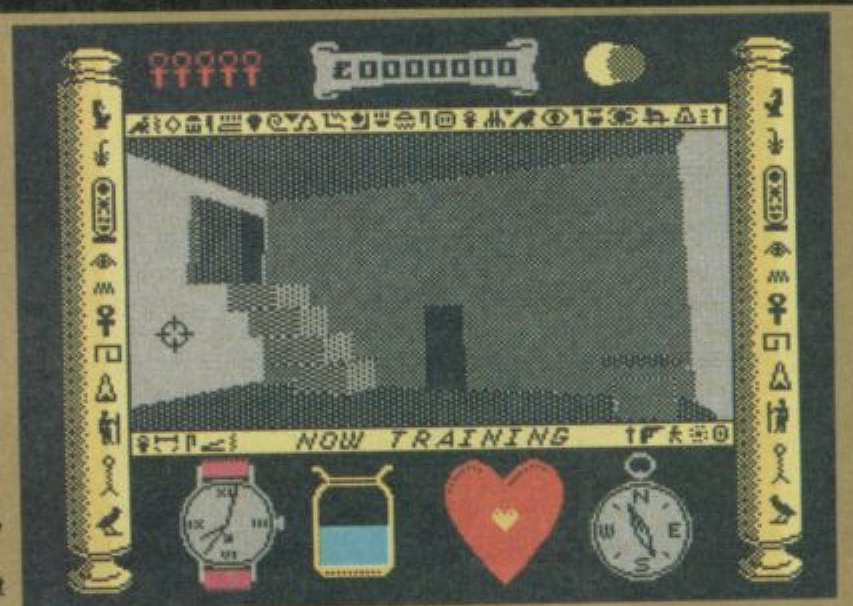
(Deep voice with huge echo). It is written that in the days of ancient Egypt the High Priest of Re, the God of Sun (I thought Re was a drop of golden sun, myself, but never mind), placed a curse on his people because he'd lost at poker or something (our ancient documents are a little sketchy on this point). So, being a quick-thinking sort of geezer, he instantly had an enormous pyramid built, and in the topmost chamber a shrine was installed to Re, the aforementioned deity. The curse was that if anything ever blocked the sun's rays during daylight hours, it would be destroyed.

Trouble is, 2500 years later, you've just discovered that there's going to be a total eclipse of the sun in, well, two hours. If the moon is destroyed, all sorts of terrible things will happen — tidal waves, new ice age, and another series of *'Cheggers Plays Pop.'* Yup, you've got to save the world.

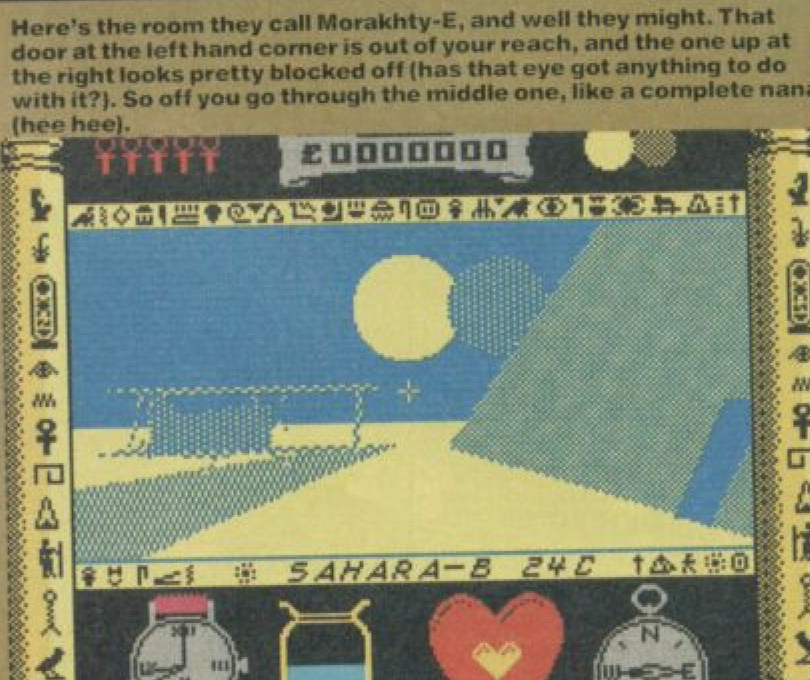
How you do this is by finding your way through a reet fiendish maze of rooms, chock full of puzzles and treasure and the occasional dart-throwing meanie? The treasure is of course there for the blagging, and the success of your mission is measured by how much you grab as well as whether you save the world or not. (It's a mercenary life, isn't it?) You're equipped with your trusty revolver, with loads of bullets, your wristwatch (to tell you when the world is going to blow up), a water bottle which you'll need to keep topped up (thirsty equals dead in this game), and a compass, which comes in remarkably useful when you're trying to make a map. 'Cos, believe me, you will be trying to make a map from the first moment you load this up . . .

Yes, *Total Eclipse* is a mappers' paradise, more so even than *The Dark Side*. Each room has several exits, but some are high beyond reach and others blocked off. Some blocked doors can be opened with Ankhs, which lie around the place and can be easily picked up. Others need a more ingenious approach if you're to get past the block and through the door, and no, a blast doesn't usually work. Water troughs slake that deadly thirst, while sarcophaguses are usually more perilous than meets the eye.

As always with these games, there are a lot of keys to memorise, but somehow you get used to it. As well as just walking and turning, you can look up, look down, crouch and then stand up again, do a U-turn and even change your step size. Pressing R makes you rest a while — useful, this, as it helps



Here's the room they call Morakhty-E, and well they might. That door at the left hand corner is out of your reach, and the one up at the right looks pretty blocked off (has that eye got anything to do with it?). So off you go through the middle one, like a complete nana (hee hee).



An earlier room, this little red chamber. That trough on the left should refill your water bottle — not that it needs refilling, but never mind. The thing on the left at the end is an Ankh — ker-blag. On the right, who knows? But notice there's a gap underneath. What could be under there?

AL
SE

calm your heart — you don't want to have a coronary, do you?

The idea in the end is to rise to the top of the pyramid through the maze. It's reet tricky — I've been playing this for hours and I'm nowhere even close. Height above the ground is measured in cubits — you start at 24, you want to get to 72. Too many times you get yourself to a decent height and then find yourself plummeting through a hole in the floor. It's often a good idea to keep an eye on things down below.

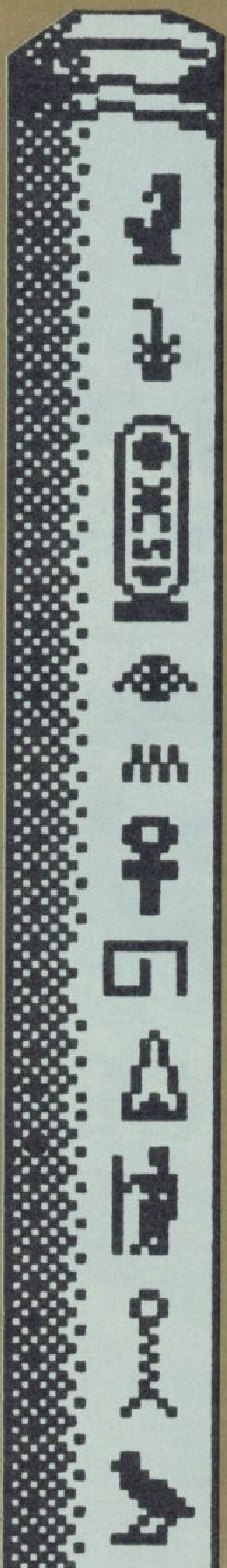
The game plays very similarly to *The Dark Side*, although with the much smaller areas you're moving through, the atmosphere is quite different. Think of *Mercenary* combined with *Knight Lore* and you're not far off. The emphasis is on puzzle-solving rather than blasting, and the graphics are, as ever, immaculate. The Freescape technique opens up huge areas of gameplaying that until now were denied us, and it's to Incentive's credit that the games are as clever and enjoyable as the format deserves. A hit, sir, a palpable hit!

YS CLAPOMETER

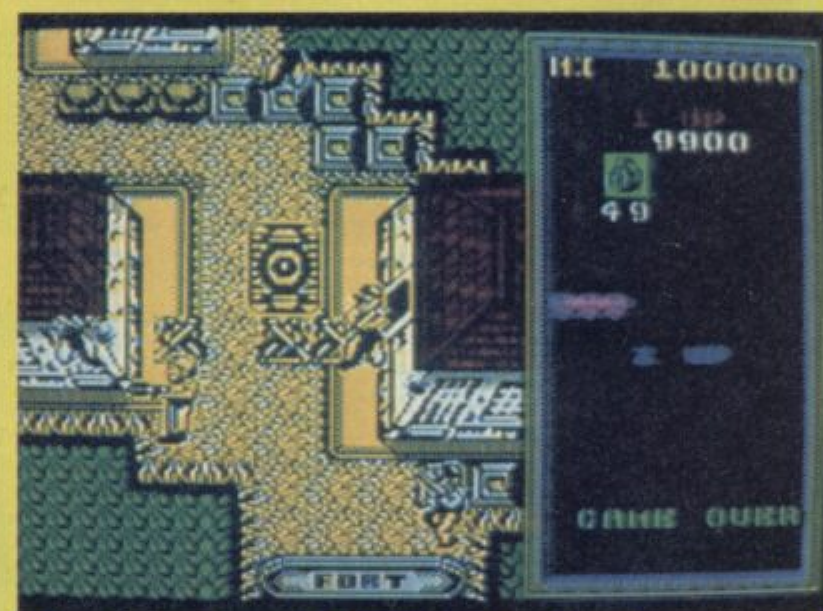
Yet another superb Freescape game from Incentive. These people just seem streets ahead of the competition.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

9



GUERILLA WAR



A crack marines life is not an easy one. Keep firing!

Imagine/£8.95 cass/£14.95 disk

Sean In the jungles of a tropical island, the people groan beneath the iron rule of a cruel opressor, (groon, groan). The A team have had to shy off because of a flat tyre, but help's at hand 'cos there's two crack marines waiting on the beach to liberate the natives. You are of course, one of these marines, so, go get 'em boy!

Unfortunately, you're going to have to battle your way through five different sections before you can liberate the island, and progress is tough, hindered as you are, by loads 'n loads of obstacles. Firstly you've got to fight your way past the regular soldiers, who charge at you in groups of twos and threes, making killing them extremely difficult. You'll find soldiers dug in behind sand bags too. Watch out for them 'cos they'll pass the time by shooting at you, or chucking hand-grenades in your direction, rapidly turning you into diced marine. Lovely.

It's a bit more than just a shoot 'em up though, 'cos sometimes the soldiers will be leading a hostage. Taking out all the soldiers, but leaving the hostage, will result in a large bonus. Have too itchy a trigger finger though, and you'll lose five hundred points. So watch out for those hostages.

The soldiers you kill will sometimes leave a weapon behind. Collect it and it'll dramatically increase your fire power, until you get killed, that is. And should more ammo be needed, just pick up an energy bottle or more magazines from the hidden ammo supply.

Getting past that lot'll be tough, and you'll still need to tackle the standard end-of-section meanie. This'll need a massive 32 hits before it'll die, and on each level, you'll need differing tactics to score those hits, so getting through any level is not going to be easy.

Guerilla War is as good a conversion as could be expected on the Spectrum. The graphics are smaller than the arcade version obviously, but are still a fair size, and are well animated. It's also extremely addictive, and will keep most players coming back for more.

But there's one gripe. *Guerilla War* misses the megamark because of the awkward control method. You need both hands to play,one for the joystick, and another for the keyboard to launch grenades. It's awkward and annoying. Niggles aside, however, this is an addictive little game, and with five levels to work through, will fill many a cold winter evening.

YS CLAPOMETER

A good ol' romping blasterama through tropical forests, let down slightly by awkward control.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

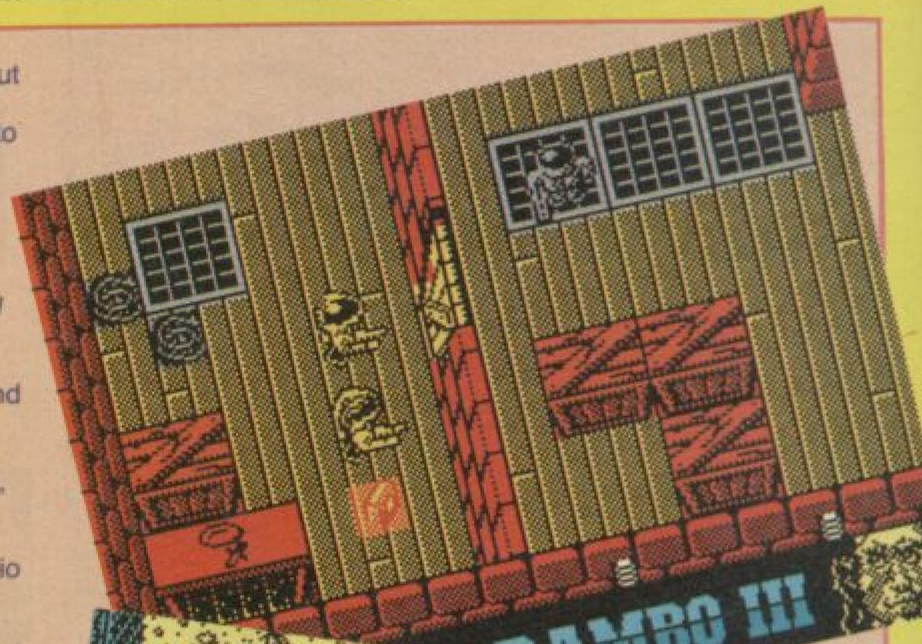
8

RAMBO III

Ocean/£7.95 cass/£14.95 disk

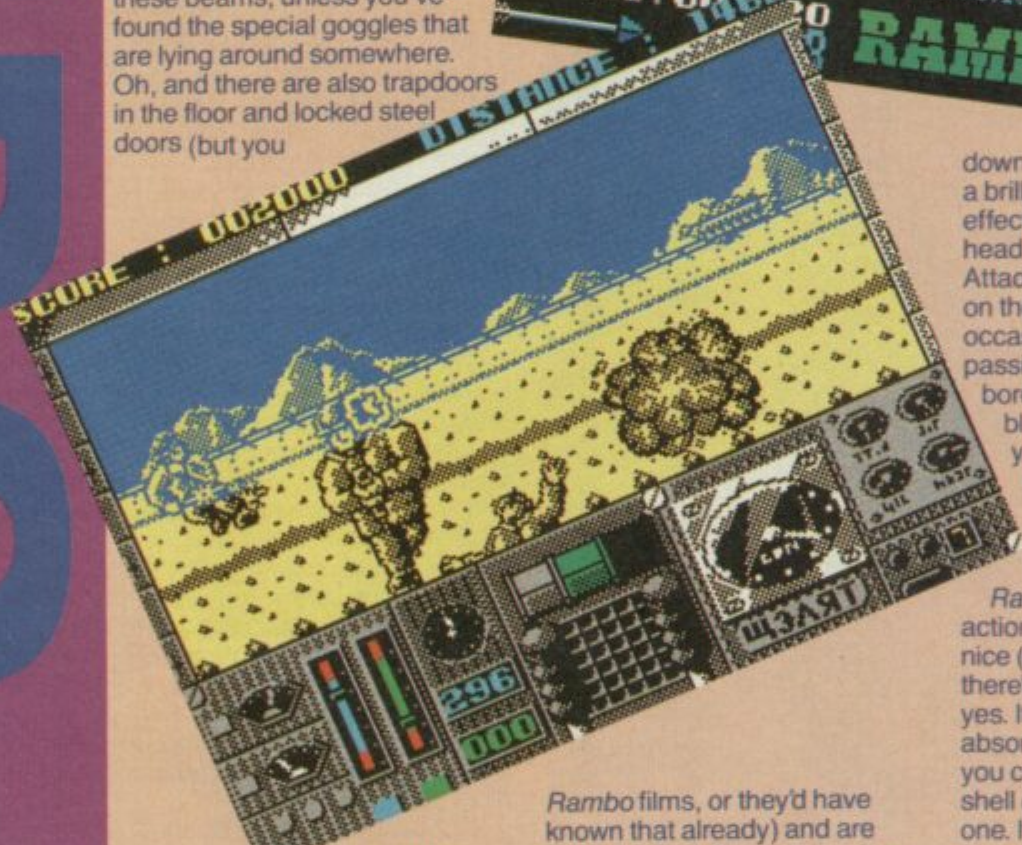
Pete Sly's back (back back), but he's been scrunched up into a handful of pixels and blasted into the Speccy. His brain probably would have fitted anyway, but let's not go into that.

Have you seen *Rambo III?* You'll know the 'plot' then — Colonel Trautman (of *Rambo's I* and *2*) is caught by Russian soldiers while on a mission in Afghanistan. When Sly gets wind of this he marches single handedly into Afghanistan to bloomin' well bale him out. Erm, and that's it — it's not a particularly mind-expanding movie, but it is a brilliant scenario for a shoot 'em up computer game. Let's have a peek.



The game's a three parter, and the first part is where you (in the guise of the pixellated Sly) enter the Russian fort. It's a viewed from above four-way scroller (a cross between *Commando* and *Gauntlet*) and you've got to firstly dash about all over the shop searching for Col Trautman and collecting arms (guns, not limbs you clot) with which to later make your escape. However, you mustn't alert the guards to your presence while you're doing this, which is a bit tricky cos there are loads of obstacles and a security system that includes infra-red detector beams. You can't see these beams, unless you've found the special goggles that are lying around somewhere. Oh, and there are also trapdoors in the floor and locked steel doors (but you might also find some 'locked steel door keys' if you look hard enough.) If you do get spotted by guards you can have a bash at killing them with the knife you start off with, but if you've managed to find more impressive firepower around the fort you'll stand more of a chance. When you've unearthed the Colonel it's onto round two!







Ding!

You're in the fort's external compound, and the guards now know that you're armed and extremely dangerous (they obviously didn't see the first two *Rambo* films, or they'd have known that already) and are pursuing you. Again it's a view from above scroller, and you've got to dash around lobbing grenades at Johnny Pinko with the eventual aim of blowing up the gates which separate you from your escape chopper (oo-er). Round three.

Ding!

Your chopper is shot down, and the game changes to a 'viewed from your eyes everything coming towards you in pseudo 3-d' type thingy. You're in a tank and you find yourself travelling over a sort of corrugated landscape — up hill, down dale, up hill, down dale. It's a brilliant and extremely effective effect — it really gets the old head bobbling up and down. Attacking you are troops, tanks on the horizon and the occasional attack 'copter passing overhead. Make it to the border before your tank gets blown to smithereens and you've made it! Oh, except for the small matter of the Soviet Commander's personal helicopter you have to destroy.

Rambo III's packed full of action, the graphics are quite nice (especially the tank bit) and there's plenty to do. Hmmmmm, yes. If you're looking for an absorbing shoot 'em up to play you could do far worse than to shell out your spondies for this one. It's a lot better than the film, anyway.

YS CLAPOMETER

A three part shoot 'em up with loads to do, nice graphics and the emphasis on difficulty. Shame about the politics.

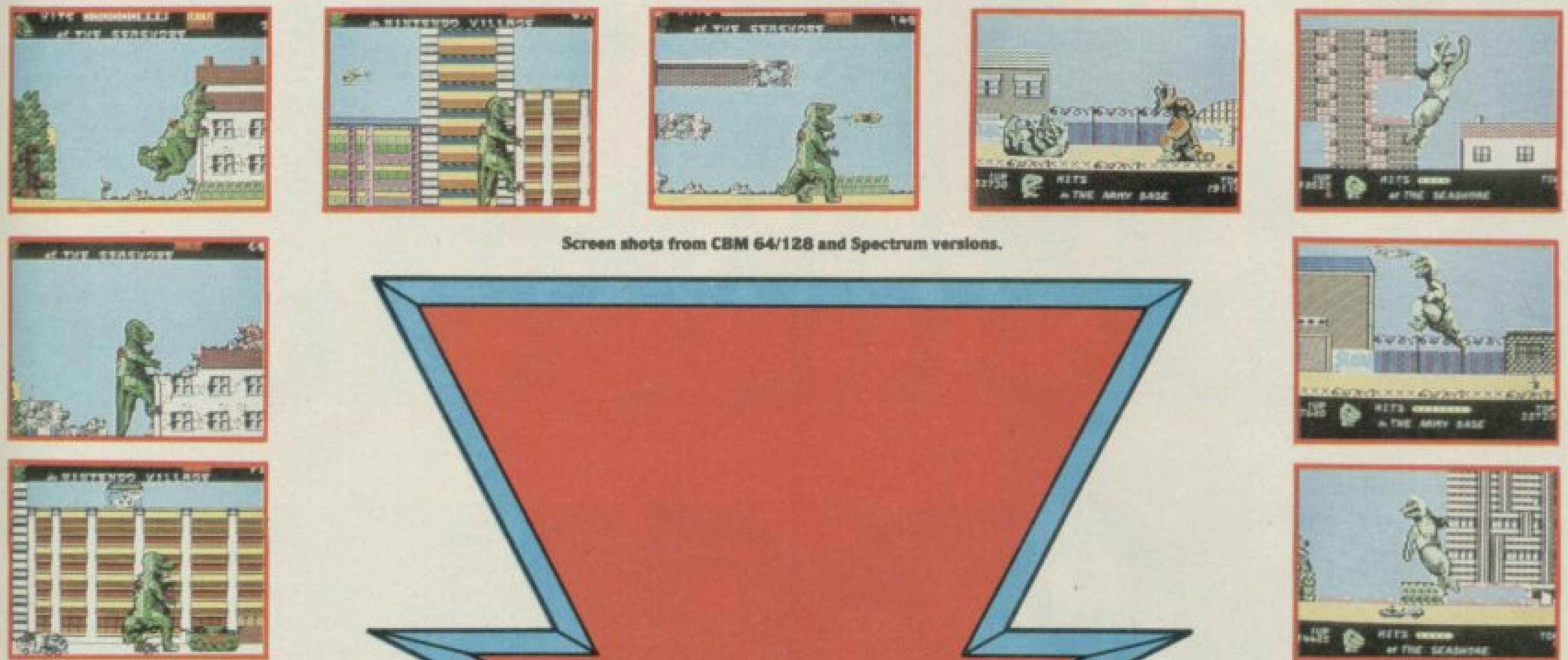
GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

8

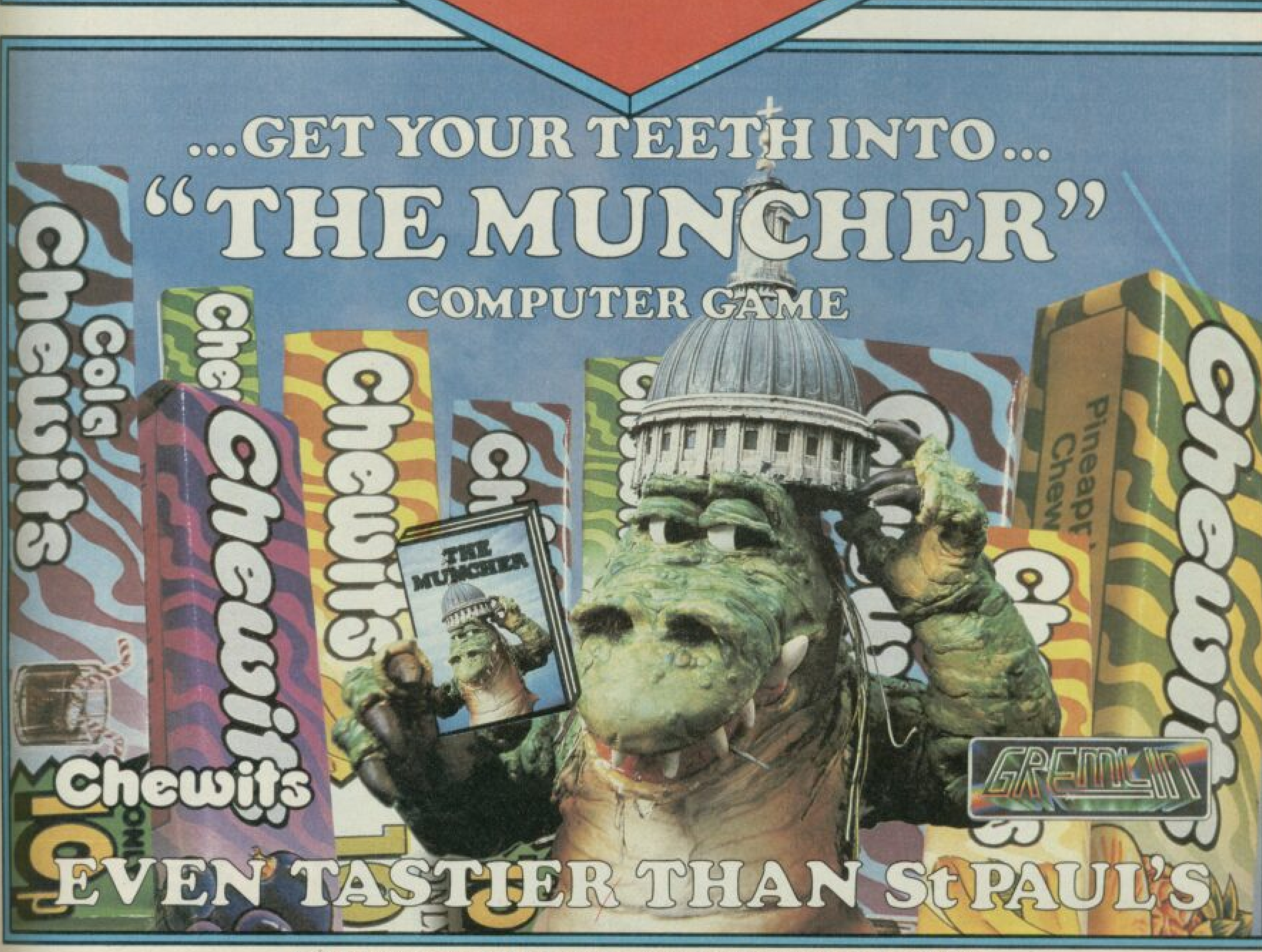
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Screen shots from CBM 64/128 and Spectrum versions.



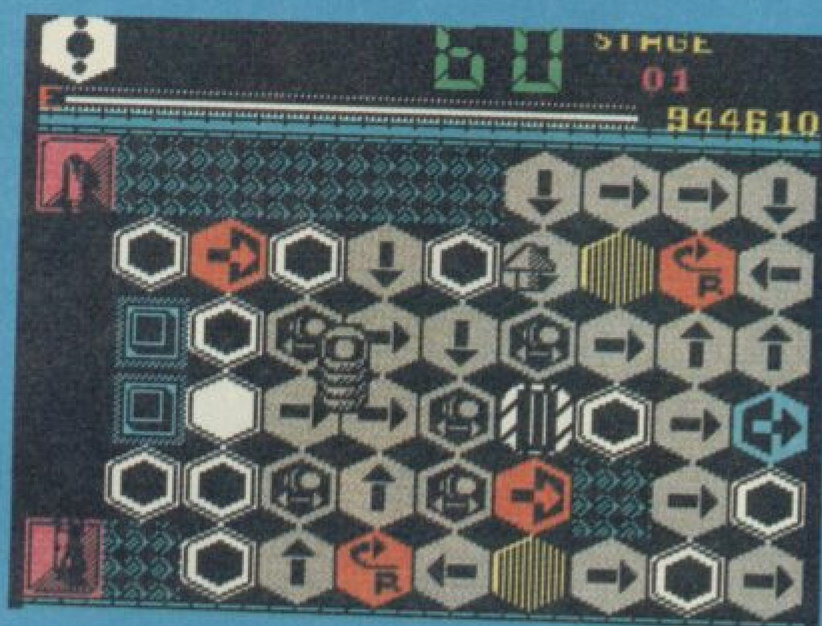
TRACKMASTER

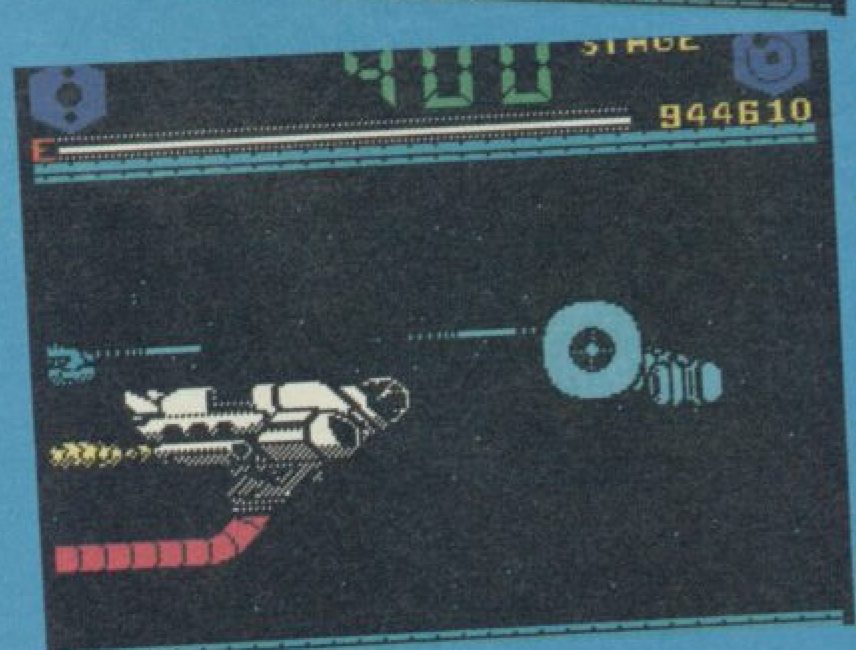
Destiny/£7.95 cass/£12.95 disk

Dunc This is a mutlicoloured viewed from above 'maze-em up' with a little bit of shooting bunged in for good measure — electron microscopes out so we can get in for a really close look.

You are in control of a Trackship, and the idea is to get from point 'A' (the beginning of the game) to point 'B' the, erm, end of the game by travelling over a horizontally scrolling grid which is full of differing icon squares, all of which do weird and wonderful things to your ship, score and environment. There are absolutely brillions of them — and here are a sample few. Empty hexagon — move onto this to get points. Full hex — does the opposite (loses you points). And neutral hex — does nothing. Arrow squares take you sailing off in whatever direction they face, during which time you have no control of your ship. Um, there are icons which turn all the lights off, icons which make your ship invisible, icons which drain your energy and, really annoying, icons which reverse the joystick control.

There's only one path you can take to be totally successful in your quest, but as there are a myriad of different ways you can choose to go you'll find yourself easily waylaid and stuck in really unhelpful portions of the maze. Surrounded by horrible icons, you won't really want to touch them, but'll have no choice because you've found yourself in a position where it's impossible to back-track. One of the icons is called the Black Hole, and if you trudge onto this one you'll find yourself in a shoot 'em up sub-game, where you have to (for a minute or so) ward off nasties who are intent on colliding with your mothership. Each time one gets through you lose some of your valuable energy.





Fight scene over, it's back onto the maze grid from where you left it and carry on again time. Should you reach the end of the level, you'll be plonked onto another sub-game in which you can earn yourself some mega points, by moving your ship over a series of jumbled squares which can be 'tripped' by contact — the idea being that they should all be identical by the time your pre-set number of moves is complete. (It's sort of a Rubiks-cube logic, but easier because there's only two dimensions to worry about).

Complete this bonus stage and you'll be bunged into space again for a bit more mother-ship protection. After that it's onto the next level, of which there are ten!

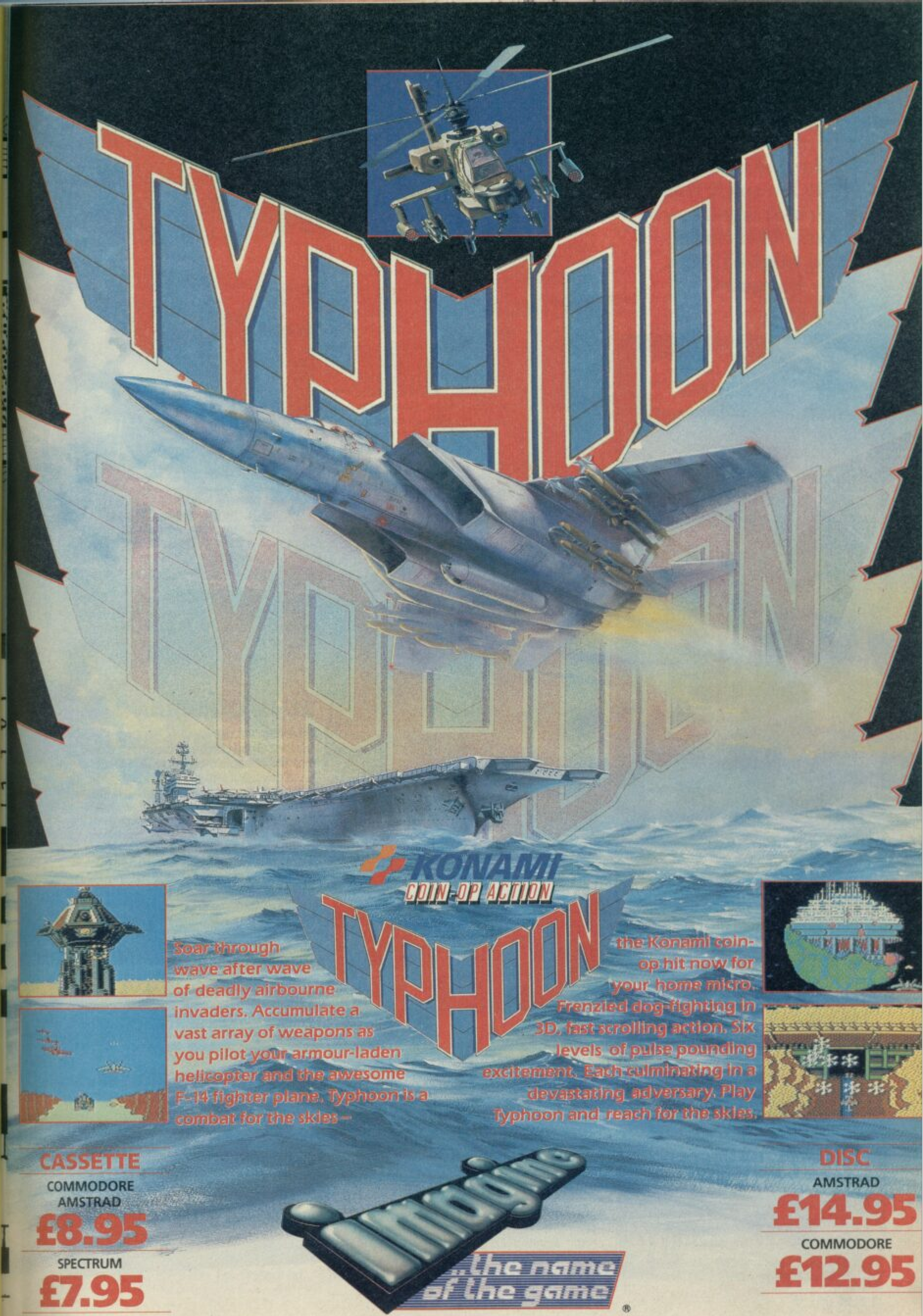
There's a lot of colour in *Trackmaster*, but it's pretty gaudy, and the graphics aren't exactly state of the art either (it's quite hard to make out your ship at certain, normally crucial, times) but somehow, somewhere in here is a thoroughly absorbing and brillo game. The acid test for a game of this type is the frustration and the 'have just one more go' factor which has been pitched at exactly the right level.

YS CLAPOMETER

A maze game merged with a few shoot 'em up moments and logic problems which will have me, for one, going back for more Pretty good stuff.

GRAPHICS	■■■■■■■□□□
PLAYABILITY	■■■■■■■■■□
VALUE FOR MONEY	■■■■■■■■□□
ADDICTIVENESS	■■■■■■■■□□

8


TYPHOON
KONAMI
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TYPHOON
Soar through wave after wave of deadly airbourne invaders. Accumulate a vast array of weapons as you pilot your armour-laden helicopter and the awesome F-14 fighter plane. Typhoon is a combat for the skies –
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imagine
...the name of the game
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Skinto deluxe? Then rifle through this month's cheapies with *Marcus Berkmann* — you might find a bargain!

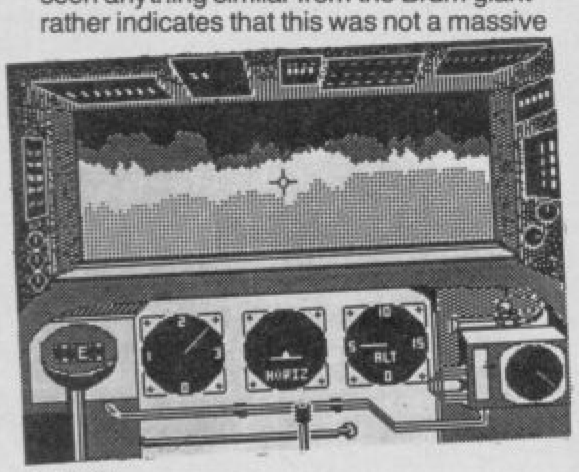
BARGAIN BASEMENT

ACE OF ACES

Kixx/£1.99

This was an interesting game — US Gold's only attempt, since MicroProse went off by itself, to enter the potentially lucrative flight sim market. The fact that we've never seen anything similar from the Brum giant rather indicates that this was not a massive commercial success, but for all that it's not a bad attempt. *Ace Of Aces* takes you into World War 2 as the pilot of a Mosquito (bzzzzzzzzzzzzz — SLAP!), downing Nazi bombers, outrunning Y-1 rockets and generally having a stiff upper lip. Corky!

Though this is not, I think, quite up to MicroProse's peerless standards, it's certainly more than just a shoot 'em up, and provides more than a couple of minutes' challenge for flighty chaps like Biffo and Storker. More importantly, it's just about the only decent flight sim on the market at £1.99, and for that we should be thankful. Chocks away, Smudger!

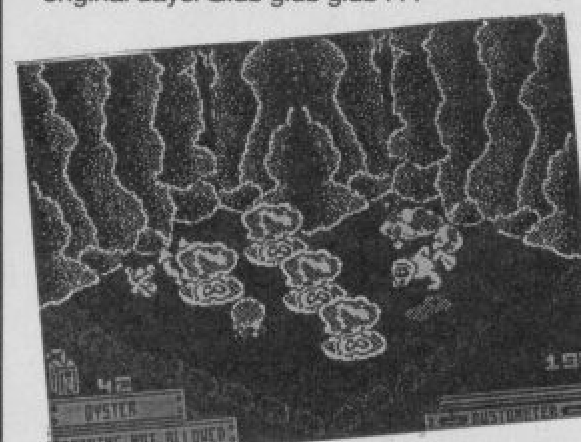


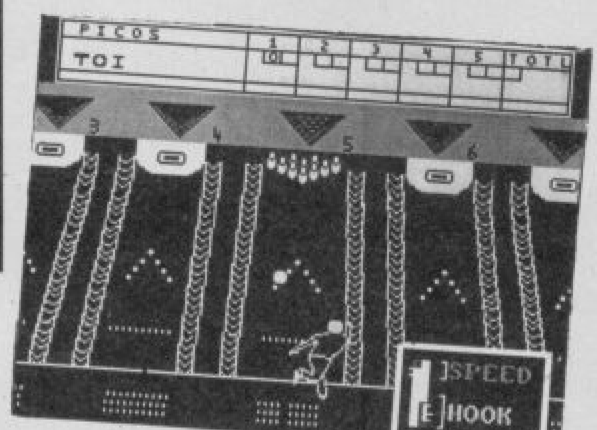
HYDROFOOL

Rack It/£1.99

Another Gargoyle re-release and the sequel to everybody's fave *Knightlore* clone *Sweevo's World*. As always with Greg and Roy, the idea was bizarre: an undersea world full of fish, clams, bubbles and Sweevo in an aqualung. It was one of those games that was never quite as gripping as it first looked. Full marks for graphics, playability and value for money, but addictiveness was somehow lacking.

It's good to see it again, though, and at £1.99 it does seem something of a steal. Nowadays of course, all cheapie 3D isometrics are ripped off from *Head Over Heels*, but *Hydrofool* is a return to more original days. Glub glub glub . . .

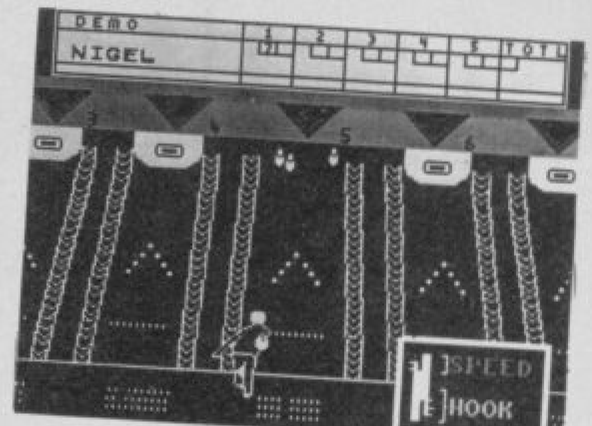


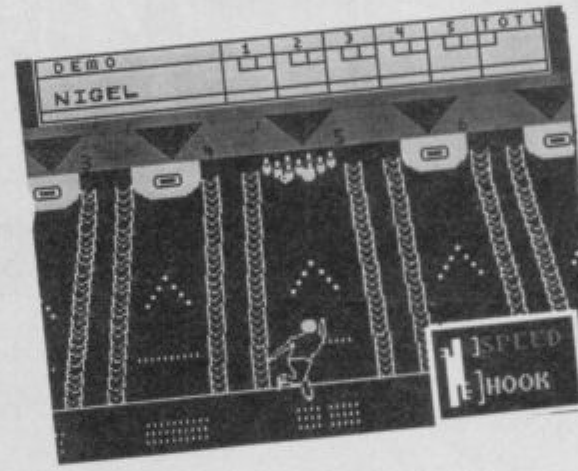


10th FRAME

Kixx/£1.99

Bowling games have never been that well served on the Spectrum — I can remember loads that appeared over the past two years, but none that really made an impression. This Access attempt was programmed by the same bods wot wrote *Leader Board*, and in many ways it's the same game — press the joystick, let go and press it again. There's even the same little visual display in the corner showing you how you did. Trouble is, golf has courses, while bowling just has skittles. With the courses in *Leader Board*,





there was massive variety, and indeed, we all went so far as to buy extra datasets and even extra games with more and harder courses to cope with. But in *10th Frame* there are just skittles, skittles and more skittles, with only a few skittles to relieve the monotony.

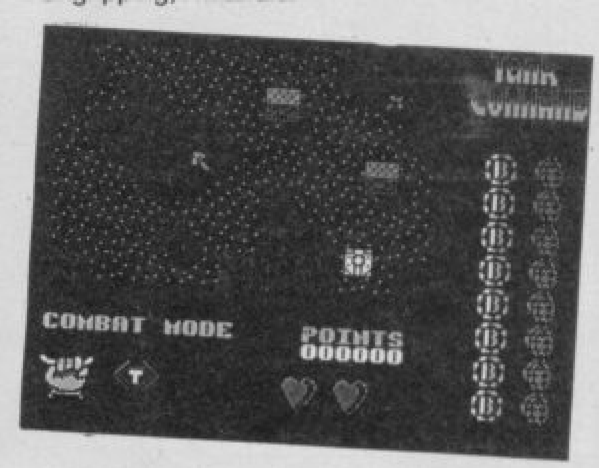
The challenge, for all the fine programming, is all but non-existent, and the game is pretty dull. We gave it seven first time round (being generous, I think), but if you're interested in bowling, I'd say you were better off trying the real thing.

TANK COMMAND

Atlantis/£1.99

Wossis? Good Lord, a new game. I didn't think the cheapie mob issued anything new these days, but this one's clearly the exception. And what sort of game is it? Yup, A *Commando*-type game! Well, there's a thing. Unfortunately, it's even duller than the original. You control a tank, in which you whiffle around an enemy island, destroying enemy gun emplacements and fuel dumps. It's a flip screen, and you have to choose your route carefully so that you can do your blasting without having to cross the enemy fire (all but impossible). You have to be fairly mean about bullets and grenades, because new supplies are often hard to come by, which means that this is not the game for people like me who like wasting ammunition (eat lead, Johnny Gook).

The graphics are nice, and it's been well programmed, but there's one crucial thing missing — any new ideas at all. Deeply ungripping, I'm afraid.



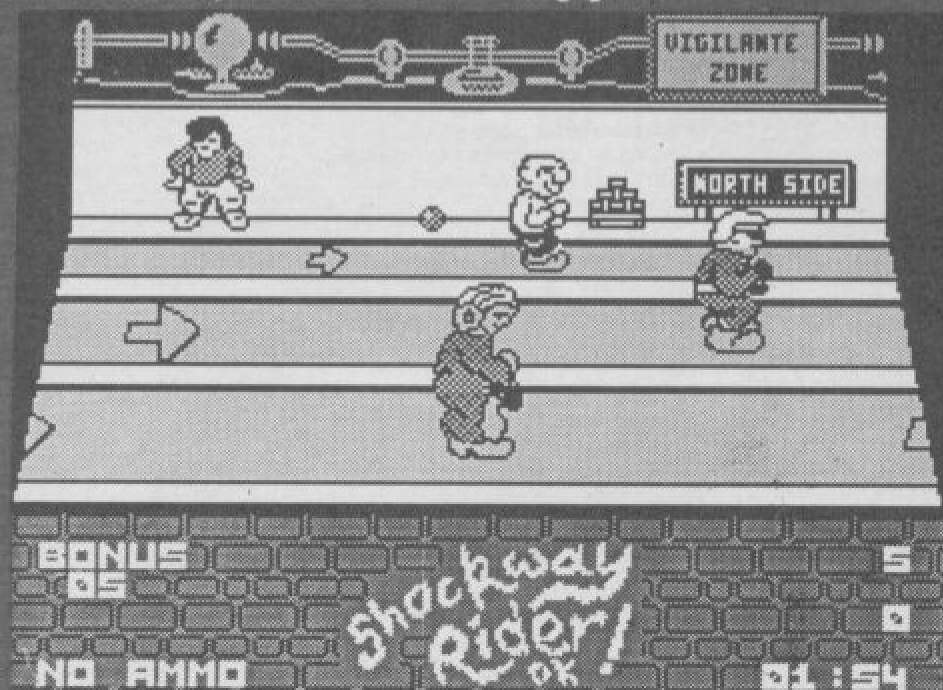
SHOCKWAY RIDER

Rack It/£1.99

The third of the Gargoyle releases this month is one of the most original and playable games that wacky company ever released. I don't remember how well this did in its original incarnation, but at £1.99 this is perhaps the only vital purchase of this month. Not buying this will deprive you of weeks of violent fun.

You're in the future, natch, and you reside in one of those desolate urban wastelands, full of people with wacky hairstyles, that crop up so often in SF films these days. Being a daredevil, you ride the Shockway, a sort of motorised pedestrian walkway high above the city streets. The walkway has three lanes, all going different speeds, and you jump from one to another avoiding stationary hazards, like hurdles, and moving hazards, like muggers. You grab ammo, which you fling at your punkish assailants, and they biff you about a bit as well. And, well, you stay alive.

"It's all utterly addictive and completely unlike anything you've played before," said Phil in April 1987 when he reviewed it. You could add "... or since" because it's still entirely unique. It's simple yet utterly enthralling — and I must say I'm pleased I now have a copy (*Oi! Give it back! Ed*) — curses. The clear and colourful graphics are quite impeccable, and it's all as fast as anything you'll see today. Still worth a megagame.

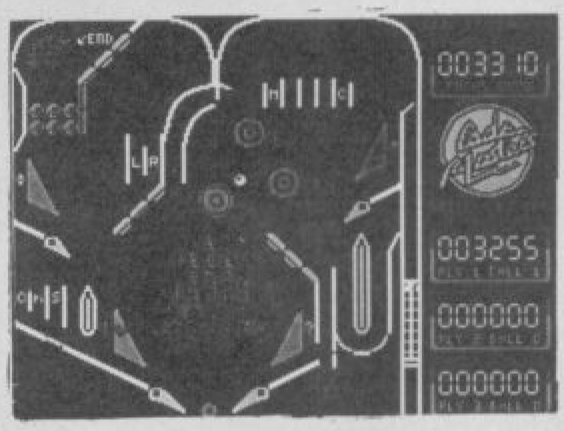


ADVANCED PINBALL SIMULATOR

Code Masters/£1.99

This latest Code Masters title (accompanied as ever by pix of those ghastly Darling laddies) is an assault on the ever popular pinball market (*Nah? Really? Ed*), and it's not at all bad.

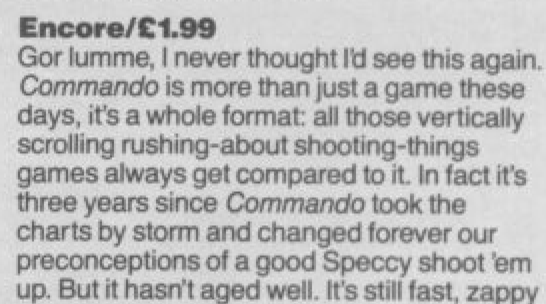
The main problem on the Speccy — well, on my cranky old 48K-er at least — is the hopeless sound, and pinball does need its sound effects to work properly. But despite this, APS is not as awful as most Code Masters games, perhaps 'cos it's written by the Oliver Twins, who also gave us the ill-fated Sport Aid project, *The Race Against Time*. If they have not captured the feel of a pinball table particularly accurately, that's partly because they haven't tried to. Instead this is a computer game based, to a greater or lesser extent, on pinball, and as that it works well. Just be careful not to tilt the computer (*Eh? Ed*).



COMMANDO

Encore/£1.99

Gor lumme, I never thought I'd see this again. *Commando* is more than just a game these days, it's a whole format: all those vertically scrolling rushing-about shooting-things games always get compared to it. In fact it's three years since *Commando* took the charts by storm and changed forever our preconceptions of a good Speccy shoot 'em up. But it hasn't aged well. It's still fast, zappy and fun, but we've seen too many other



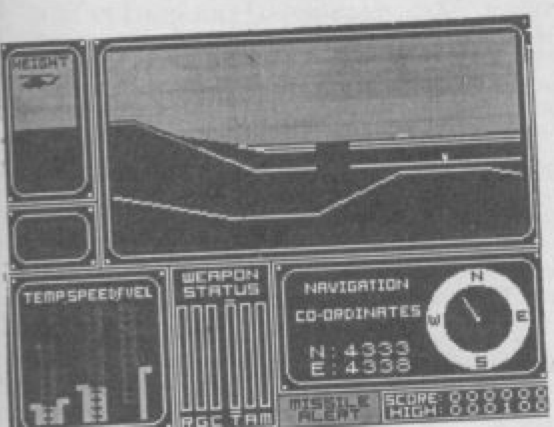
vertically scrolling rushing-about shooting-things games in the past three years to be impressed by this all over again. The graphics, while perfectly fine for 1985, now seem drab and unsophisticated, and the gameplay is just too samey.

Still, I'm sure that *Commando* still has its fans, and many of them will grab this chance to buy a cheapie copy of an old favourite game. Newcomers, though, will be disappointed — I'd say you're better off going for a "*Commando*-type" game than *Commando* itself. Amazing, but true.

COMBAT LYNX

Encore/£1.99

Yet another Durrell oldie released by Elite on its Encore label (got all that?), this helicopter simulation is another that's looking its age (1984), but still plays relatively smoothly. Trouble is, *Combat Lynx* has long been superseded by the likes of *Gunship*,



which, if you're into this sort of game, should be at the top of your shopping list. If you're not a multi-millionaire, though, *Combat Lynx* is a just-about acceptable alternative.

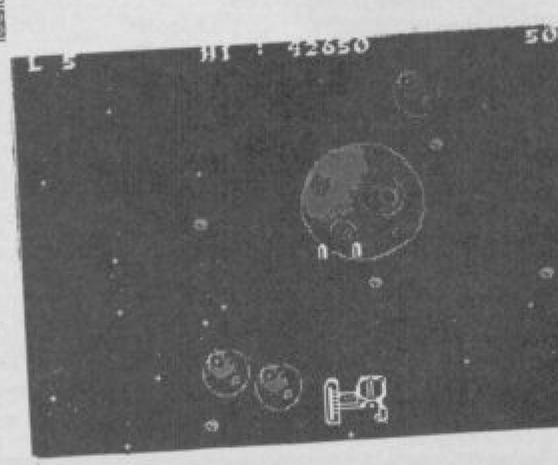
There are loads of things to do, but then this is a flightsim, and so suitable only for people with 23 fingers. Essentially you fizz around defending your bases from enemy attack (i.e. shooting things) before eventually dying horribly yourself. I remember this as being pretty hot four years ago, but now I find it very dry and uninteresting. Is it the game, or is it time? (*It's you. Ed*) Oh shut up.

LIGHTFORCE

Rack It/£1.99

When I first started on *YS* a couple of years back there was a great controversy over this game. It was one of the first vertically scrolling shooters to appear on the Speccy. Gwyn and Rachael hated it, Phil hated it, but I loved it. Sure, it's not the fastest game in the world, but the graphics are superb — full of colour and imagination — and the gameplay — easy at first, but getting gradually harder — is perfectly judged. I played it for months.

Written by those funsters at Gargoyle — one of the most underrated programming teams in Spectrum history, I'd say — it was a great success and paved the way for around 60000 similar programms. Gwyn and Rachael gave it seven at the time, but they were wong: it still plays like a dream and I'll give it eight.



BACK ISSUES

Don't look now — look back!

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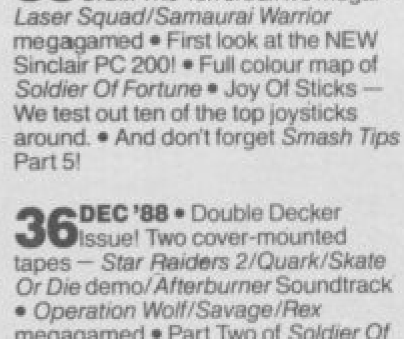
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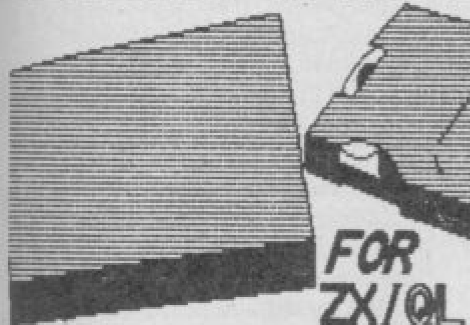
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PROGRAM PITSTOP



Brush the snow off your tyres and put your Speccy in gear, 'cos it's time for the latest trip to the pit with *David McCandless.*

This month sees a return to a normal edition of Pitstop, after our recent aberrant excursion into the wild world of screen effects. And seeing as Chrimble is upon us again, and a substantial holiday is in sight, what better way to while away the short snowy evenings than with a Speccy, a TV, and pages of perfect programs, gift wrapped in hex? Scrummy.

Just feast your eyes on this huge array of listings. Mmm. There's a documented assembly-languaged program (the work of my friend and yours, **Graham Mason**) which will be a regular feature in future issues. It's one of the new ideas I shall be phasing in over the next few frosty months. So keep your eyes peeled and your potatoes open. (*Eh? Ed*).

There's also the response to the challenge for the password program from **Kevin Lea** who is one of the winners. And then after that, you can happily mimick those 128K menus with **Peter Kecskemety**'s program. And finally fill up those ugly, vacuous line drawings using a fill routine written by regular contributor, **Chris Pile**.

A LA CARTE

by Peter Kecskemety

Ever looked at the menus on the 128K Speccy and thought "Gosh they look impressive." No? I didn't think you had. Okay, so they don't exactly look impressive, but they're useful you know, and 'useful' is a good word if you're on the lookout for a routine that you want to use.

Stunningly enough, a program to emulate 128K menus is exactly what **Peter J. Kecskemety** has delivered tc my door. Now there's a coincidence. Let's have a look at it.

A LA CARTE

Just in case you're wondering, the menus we're talking about are kinda rectangular, garishly coloured, and have irritating little coloured stripes on the top which make your eyes water if you turn the colour up too much.

And with Pete's little (537 byte) program you can copy every facet of those magical boxes, position them anywhere on screen, fill them with anything, define the background colour, highlight the options and title colour, and then select a specific option. Cor.

FOR STARTERS . . .

Firstly, use the hex loader program (from *Password*) to enter the hex block. Then, save the code with SAVE "name" CODE 64696,587.

If you wish, you can type in the demo to see what 128 owners experience every evening (fwar).

THE MAIN COURSE

Before you dive into the menu you must decide what you're going to put in it. It can be anything from the days of the week to the different makes of biro you keep in your pencil case. While pondering over this problem, decide on your colour scheme:

POKE 64696, background colour
POKE 64697, option highlight
POKE 64698, title colour

Once you've POKEd these variables in, use the following method to create your menu:
PRINT USR 64700;AT x,y;
"TITLE","OPTION1","OPTION2",
"OPTION3" etc
So if you wanted to make a menu of your top three rave albums at screen co-ordinates 2,7 you'd:
PRINT USR 64700;At x,y;
"Dave's Fave Raves","The Soul Mining","The Infected",
"The Dog Containers"
Simple or what? But if you're still perturbed have a peek at the demo program to see how that works.

```
64696:786847012100C0039=398
64704:364E23360A210000=264
64712:22B4FE3EFF32B0FE=1273
64720:E7FEACC2B2FEE7CD=1719
64728:FB24CD142332B05C=865
64736:32B0FEE7CDFB24CD=1408
64744:142332B15C3C32B1=661
64752:FEDFFE38C2B2FEE7=1647
64760:FE0DC8CD7BFE2AB4=1268
64768:FE22B6FEDFFE0DC8=1414
64776:E7CD7BFEDFFE0D28=1340
64784:03E71BF52AB4FEED=1216
64792:5BB6FEA7ED521107=1037
64800:00A7EBED52380828=828
64808:0920ED5BB4FE1922=875
64816:B4FE2AB05C22B0FE=1208
64824:CDA4FE3AB8FCCDD5=1537
64832:FEED4BBBFE0CC53A=1271
64840:B0FE3C32B0FECDA4=1339
64848:FE3ABBFCCDD5FEC1=1613
64856:0D20EB3AB05C473A=735
64864:B15C2AB4FEB5D604=1096
```

```
64872:4FCDF4FE3EFFCDE6=1534
64880:FE3EFECDE6FE3EFC=1573
64888:CDE6FE3EF8CDE6FE=1688
64896:3EF0CDE6FE3EE0CD=1482
64904:E6FE3EC0CDE6FE3E=1489
64912:80CDE6FE7832B0FE=1417
64920:7932B1FECDB8FE3A=1305
64928:B8FC1F1F1FE607F6=1014
64936:5077233672233666=593
64944:23366C233AB8FCE6=958
64952:38F645772AB05C2C=844
64960:22B0FE3AB8FE3C5F=1115
64968:3AB0FE473AB1FE4F=1127
64976:CDF4FEED4BB4FE03=1452
64984:16083AB0093601A7=443
64992:ED4224152OF43AB0=870
65000:FE3C32B0FE1D20D8=1071
65008:250C36FF230D20FA=688
65016:3E0132BBFC3AB05C=878
65024:3C32B0FECDA4FE3A=1221
65032:B9FCCDD5FEFDCB01=1566
65040:AEFDCB016E28FA16=1053
65048:001E0021CR00CDB5=649
65056:033A085CFE0A2809=474
65064:FE0B2825FE0D20DD=862
65072:C9CDA4FE3ABBFCCD=1523
65080:D5FE3AB0FE3C32B0=1241
65088:FE3ABBFC3C32BBFC=1300
65096:473AB8FEB830B518=1004
65104:A7CDA4FE3ABBFCCD=1489
65112:D5FE3AB0FE3D32B0=1242
65120:FE3ABBFC3D32BBFC=1301
65128:A720993ABBFE32BB=1085
65136:FC473AB05C801889=938
65144:CDA4FEDFFE0D2832=1203
65152:CDFB24CDF12B2AB4=1203
65160:FEA7ED423004ED43=1080
65168:B4FECD3C203AB0FE=1219
65176:3C32B0FE3ABBFE3C=1096
65184:32BBFEC93E16073A=1046
65192:B0FED73AB1FED7C9=1550
65200:0608DF0B0D000700=252
65208:04003AB0FECB2FCB=945
65216:2FCB2FC658673AB0=920
65224:FEE6070F0F0F4F3A=673
65232:B1FEB16FC9F5CDBA=1508
65240:FEED5BB4FE1C1CF1=1313
65248:77231D20FBC91E05=702
65256:77231D20FB242B2B=588
65264:2B2B2BC978E6FBC6=1126
65272:40677BE6070F0F0F=569
65280:B16FC90000000000=441
 STOP
```

```
  10 LET MENU=64700
  20 LET TITLE=64698
  30 LET BACKGRND=64696
  40 LET SELECT=64697
  50 POKE TITLE,71: POKE BACKGRN
D,120: POKE SELECT,104
  60 PRINT USR MENU;AT 5,8;"Stor
age","Cassette","Microdrive","12
8 RAM Disc","Disc Drive"
  70 PRINT AT 15,7;"OPTION ";PEE
K 64699;" SELECTED"
  80 FOR F=1 TO 200: NEXT F: CLS

  90 POKE BACKGRND,23: POKE SELE
CT,87
 100 PRINT USR MENU;AT 13,3;"Con
trols","Kempston","Interface II"
,"Cursor","Redefine Keys","+2/+3
 Joysticks"
 110 PRINT AT 5,5;"OPTION ";PEEK
 64699;" SELECTED"
 120 FOR F=1 TO 200: NEXT F: CLS
```

```
 130 POKE TITLE,122: POKE BACKGR
ND,39: POKE SELECT,112
 140 RESTORE
 150 DIM M$(12,9)
 160 FOR A=1 TO 12: READ M$(A):
NEXT A
 170 PRINT USR MENU;AT 2,14;"Mon
ths",M$(1),M$(2),M$(3),M$(4),M$(
5),M$(6),M$(7),M$(8),M$(9),M$(10
),M$(11),M$(12)
 180 PRINT AT 18,6;"OPTION ";PEE
K 64699;" SELECTED"
 190 DATA "January","February","
March","April","May","June","Jul
y","August","September","October
","November","December"
 195 POKE TITLE,71: POKE BACKGRN
D,120: POKE SELECT,104
 200 STOP
 210 CLEAR 64695: LOAD ""CODE :
LIST
 220 REM HEX GENERATOR
 230 FOR F=64696 TO 65282 STEP 8
 240 PRINT F;":";
 250 LET A$=""
 260 LET T=0
 270 FOR J=0 TO 7
 280 LET E=PEEK (F+J)
 290 LET T=T+E
 300 LET G=E/16
 310 LET A$=A$+CHR$ (INT G+48+7*
(INT G>9))
 320 LET H=16*(G-INT G)
 330 LET A$=A$+CHR$ (H+48+7*(H>9
))
 340 NEXT J
 350 PRINT A$;"=";T
 360 NEXT F
 370 PRINT " STOP "
 380 STOP
 390 REM HEX LOADER
 400 PRINT AT 21,0;
 410 DEF FN H(H$)=16*(CODE H$(1)
-48-(7 AND H$(1)>"9"))+CODE H$(2
)-48-(7 AND H$(2)>"9")
 420 POKE 23658,8
 430 LET A=64696
 440 LET T=0
 450 PRINT TAB 0;A;":";
 460 INPUT TAB 5;H$
 470 IF H$=" STOP " THEN  STOP
 480 IF LEN H$<>16 THEN  BEEP .5
,-15: PRINT  INVERSE 1;"LENGTH E
RROR": GO TO 440
 490 PRINT H$;
 500 LET X=0
 510 FOR B=1 TO 16 STEP 2
 520 LET Z=FN H(H$): LET T=T+Z
 530 REM  POKE A+X,Z
 540 LET H$=H$(3 TO )
 550 LET X=X+1
 560 NEXT B
 570 PRINT "=";: INPUT "CHECKSUM
:";Q
 580 PRINT Q
 590 IF Q<>T THEN  PRINT  INVERS
E 1;"CHECKSUM ERROR.RE-ENTER HEX
 LINE": BEEP .5,-15: GO TO 440
 600 LET A=A+8: GO TO 440
1000 SAVE "MENU" LINE 210: SAVE
"MENU CODE"CODE 64696,587
```

PASSWORD

by Kevin Lea

A couple of months back I set a challenge: I said "Gimme a machine code password routine." Remember? I had expected to sit back and watch a mere two or three entries trickle in through the letterbox; but I received no less than 21 replies! Wow!

What a torture it proved to be evaluating them all. I toiled, sweated and toiled some more and finally managed to produce two winners. The first one is **Kevin Lea,** whose short, friendly, and utterly powerful program, grabbed me by the decisive nodules (gwar) and wouldn't let go. (I'll be printing the second routine in a later edition of Pitstop).

WORRA LORRA FEATURES

Here are some of the features at your fingertips:

- Completely relocatable anywhere in memory
- Print any message anywhere on screen
- Passwords can be up to 255 characters long
- The key repeats can be hurried or slowed for varying typing speeds
- Either 'crash' or 're-try' option
- All keys, numbers and symbols can be in a password
- The input line can go anywhere
- Can be any colour
- Will work on any Spectrum

```
  10 IN
K 7: PAPER 0: CLS : BORDER 0: PO
KE 23658,0
  20 DIM W$(2,16): LET W$(1)="FR
EEZE": LET W$(2)="ASK FOR IT AGA
IN"
  30 INPUT "ENTER START ADDRESS"
'st: IF st>65415 THEN  GO SUB 33
0: GO TO 30
  40 INPUT "ENTER CO-ORDS FOR ME
SSAGE"'"X(0-31)=";X,"Y(0-21)=";Y
: IF X<0 OR X>31 OR Y<0 OR Y>21
THEN  GO SUB 330: GO TO 40
  50 INPUT "ENTER MESSAGE"' LINE
 M$: LET LM=LEN M$+6
  60 INPUT "ENTER PASSWORD"' LIN
E P$: LET LP=LEN P$: IF LP<1 OR
LP>255 THEN  GO TO 60
  70 INPUT "ENTER CO-ORDS FOR PA
SSWORD INPUTLINE"'"X(0-31)=";XP,
"Y(0-21)=";YP: IF XP<0 OR XP>31
OR YP<0 OR YP>21 THEN  GO SUB 33
0: GO TO 70
  80 INPUT "ENTER LENGTH OF PAUS
E BETWEEN"'"KEYPRESSES (1-255)"'
P: IF P<1 OR P>255 THEN  GO SUB
330: GO TO 80
  90 PRINT AT 18,0; "IF THE WRON
G PASSWORD IS ENTEREDDO YOU WISH
 THE PROGRAM TO:": FOR I=1 TO 2:
PRINT I;". ";W$(I): NEXT I
 100 INPUT W: IF W<1 OR W>2 THEN
 GO SUB 330: GO TO 90
 110 LET LENGTH=112+(LP*2)+LM: I
F ST+LENGTH>65535 THEN  BEEP .5,
0: INPUT "PROGRAM CODE NEEDS MOR
E MEMORY; ENTER LOWER START ADDR
ESS"'ST: GO TO 110
 120 CLS : PRINT "START ADDRESS=
";ST'"LENGTH OF CODE=";LENGTH;"
BYTES"'"MESSAGE CO-ORDS ARE: X="
;X;"  Y=";Y
 130 PRINT "MESSAGE IS """;M$;""
""'"PASSWORD IS """;P$;""""'"PAS
SWORD INPUT LINE CO-ORDS ARE: X=
";XP;"  Y=";YP
 140 PRINT "PAUSE BETWEEN KEYPRE
SSES IS ";P/50"SECONDS"'"IF THE
 WRONG PASSWORD IS ENTEREDTHE PR
OGRAM WILL THEN ";W$(W)
 150 POKE 23658,8: PRINT #0;"IS
THIS CORRECT? (Y/N)"
 160 IF INKEY$="N" THEN  RUN
 170 IF INKEY$<>"Y" THEN  GO TO
160
 180 PRINT #0;"** PLEASE WAIT **
"
 190 DEF FN L(N)=INT (N/256): DE
F FN H(N)=INT (((N/256)-FN L(N))
*256)
 200 LET M=ST+111: LET T=M+LM: L
ET PA=T+LP+1: LET AD=ST+109: LET
 RS=ST+11
 210 FOR I=ST TO ST+110: READ A:
POKE I,A: NEXT I
 220 IF w=1 THEN  POKE st+103,25
4
 230 LET M$=CHR$ 22+CHR$ Y+CHR$
X+M$+CHR$ 22+CHR$ YP+CHR$ XP
 240 FOR I=1 TO LM: POKE I+M-1,C
ODE M$(I): NEXT I
 250 POKE PA-1,255: FOR I=1 TO L
P: POKE I+PA-1,CODE P$(I): NEXT
I
 260 PRINT  BRIGHT 1'"TO SAVE CO
DE TYPE"'"SAVE ""name"" CODE ";S
T;",";LENGTH
 270 PRINT  BRIGHT 1;"TO USE TYP
E"'"POKE 23658,0:RANDOMIZE USR "
;ST
 280 STOP
 290 DATA 33,FN H(T),FN L(T),62,
45,6,LP,119,35,16,252,175,50,60,
92,33,FN H(M),FN L(M),24,59,237,
91,FN H(AD),FN L(AD),33,FN H(T+L
P),FN L(T+LP)
 300 DATA 167,237,82,40,56,6,P,1
18,16,253,205,142,2,32,225,205,3
0,3,48,220,95,169,22,8,205,51,3,
167,254,12,40,29,254,128,242,FN
H(RS),FN L(RS),254,32,250,FN H(R
S),FN L(RS)
 310 DATA 42,FN H(AD),FN L(AD),1
19,35,34,FN H(AD),FN L(AD),24,18
8,126,35,254,255,40,191,215,24,2
47,33,FN H(T),FN L(T),34,FN H(AD
),FN L(AD)
 320 DATA 17,FN H(PA),FN L(PA),6
,LP,118,26,190,32,152,19,35,16,2
48,201,FN H(T),FN L(T)
 330 PRINT #0;"NUMBER OUT OF SUI
TABLE RANGE": BEEP .5,0: RETURN
```

PASS THE WORD

It's easy, it's peasy, it's... erm... queasy! Just jam the BASIC program into your Speccy and RUN it.

Hex Loader

```
 390 REM HEX LOADER
 400 PRINT AT 21,0;
 410 DEF FN H(H$)=16*(CODE H$(1)
-48-(7 AND H$(1)>"9"))+CODE H$(2
)-48-(7 AND H$(2)>"9")
 420 POKE 23658,8
 430 LET A=64696
 440 LET T=0
 450 PRINT TAB 0;A;":";
 460 INPUT TAB 5;H$
 470 IF H$=" STOP " THEN  STOP
 480 IF LEN H$<>16 THEN  BEEP .5
,-15: PRINT  INVERSE 1;"LENGTH E
RROR": GO TO 440
 490 PRINT H$;
 500 LET X=0
 510 FOR B=1 TO 16 STEP 2
 520 LET Z=FN H(H$): LET T=T+Z
 530 REM  POKE A+X,Z
 540 LET H$=H$(3 TO )
 550 LET X=X+1
 560 NEXT B
 570 PRINT "=";: INPUT "CHECKSUM
:";Q
 580 PRINT Q
 590 IF Q<>T THEN  PRINT  INVERS
E 1;"CHECKSUM ERROR.RE-ENTER HEX
 LINE": BEEP .5,-15: GO TO 440
 600 LET A=A+8: GO TO 440
```

FILL IT

by Chris Pile

You have to admit that line drawings are pretty ugly (*Huh? Ed*). They're so bleak, so boring, so blatantly empty. Do you know what they need? They need a fast and accurate fill routine.

Cue **Chris Pile.**

Chris, quick to follow up his superswift *Circle* routine has come up with a downright rapid 'spill-fill' routine. Stunningly quick, accurate, and short. It'll make you speechless.

BUT HOW?

Simple is too small a word to describe how easy this routine is to work. With the aid of the notorious hex loader type in the code, saving it with SAVE "name"CODE 60160, Then, in the future, before you load it CLEAR 60159 to ensure that your ULA doesn't go bang.

Now, type in the short demo program and you're away...

THE CODE & DEMO

```
EAR 60159: GO SUB 100
  20 CLS : DRAW 255,0: DRAW 0,17
5: DRAW -255,0: DRAW 0,-175: CIR
CLE 80,88,70: CIRCLE 175,88,70:
POKE 60168,128: POKE 60169,170:
RANDOMIZE USR 60170: STOP
 100 LET c=0: LET z=60160: FOR n
=0 TO 90: READ a: LET c=c+a: POK
E z+1,INT (a/256): POKE z,a-256*
INT (a/256): LET z=z+2: NEXT n
 110 IF c<>2790081 THEN  CLEAR :
 PRINT "Error In Data!": STOP
 120 PRINT "Saving Code": SAVE "
Fill"CODE 60160,180: RETURN
1000 DATA 16512,4128,1032,258,0,
55795,24874,13916,8994,15065,601
68,10802,15083,60169,11314,50155
,60201,8665,10072,64473,1737,358
4,30720,1799,43271,51174,1961,28
423,59001,8128,7991,43279,63718,
26537,59000,24327,60182,22298,49
830,60307,46714,14967,60204,1286
1
1010 DATA 60204,24382,39875,1508
3,60204,710,11314,16107,50028,60
315,11322,15851,11314,15083,6020
2,12860,60202,32574,39875,15083,
60202,726,10802,16107,50060,6031
5,10810,15595,10802,55787,32299,
28633,60198,55785,9079,55676,599
02,8914,15083,60204,49406,10714,
45035,11314,50155,60201,0
```

FULL UP

If you want to be cocky or just plain old condescending then use the following to fill things independently:

POKE 60168,x(0-255)
POKE 60169,y(0-192)
RANDOMIZE USR 60170

BORDER FX

by Graham Mason

Graham Mason's *Border Effects* routine is a rather good example of effective illusion. And it gives a superb impression of how fast machine code really is.

Using interrupts, the routine changes the border colour in sequence every 50th of a second. The result is a 'solid' bar effect, right in the border. Take it from me, it's stunning.

I've taken the program apart, split it into sections, and disembowelled it for your use. I hope it helps you or at least gives a rough idea of Z80 assembly language.

You'll need an assembler to type in the listing. Any will do. But note that the '#' before some numbers indicates hexadecimal numbers. Some assemblers differ in notation. It's best to check the manual first.

This instruction (used in all assemblers) designates the ORIGin address of your code. In this case it's 60000, although it can be anything between 16384 and 65535.

```
ORG 60000
```

Disables all maskable interrupts and makes the program run slightly faster.

```
DI
```

Creates a vector table at 32768 which contains the address the interrupts jump to every 50th of a second (#9090).

```
LD HL,#8000
LD DE,#8001
LD BC,#0101
LD (HL),#90
LDIR
```

Places a jump statement at this address.

```
LD A,#C3
LD (#9090),A
```

Now at #9090 the interrupt routine is told to jump to the border effects routine.

```
LD HL,INTER
LD (#9091),HL
```

Points the interrupt register to the high byte of the vector table.

```
LD A,#80
LD I,A
```

Selects interrupt mode two and enables interrupts. The border effects will start working at this point. IM 2 is the mode allowing you to use your own interrupting programs in preference to the ROM's.

```
         IM 2
GRAY     EI
         JR GRAY
```

Saves all registers used on the stack. This must be done at the start of every routine to prevent corruption.

```
INTER    PUSH AF
         PUSH BC
         PUSH HL
         PUSH DE
```

Border black.

```
XOR A
OUT (#FE),A
```

This delay here is the amount of time the border is off between the lines.

```
DELAY    DEC BC
         LD A,B
         OR C
         JR NZ,DELAY
```

Points HL to the colour table.

```
LD HL,TABLE
```

A holds the contents of HL (that's the next byte from the table).

```
COLLECT  LD A,(HL)
```

Checks to see if the end of the table has been reached (marked by #FF), if so then branch off to STDATA.

```
CP #FF
JP Z,STDATA
```

Change the border to the colour specified by the table.

```
OUT (#FE),A
```

BC holds the amount of time the border colours remain on screen. Increase the value for thicker lines.

```
         LD BC,6
DELAY1   DEC BC
         LD A,B
         OR C
         JP NZ,DELAY1
```

Clear the carry flag and loops back until done.

```
AND #FF
INC HL
JP COLLECT
```

Points HL to the start of the table again.

```
STDATA   LD HL,TABLE
```

Another delay controlling the distance between the top and bottom bars. The longer the delay the further apart and vice versa.

```
         LD BC,#76E
DELAY2   DEC BC
         LD A,B
         OR C
         JR NZ,DELAY2
```

A holds the contents of HL in preparation for 'printing' the second bar. If the end marker appears this time then a key scanning routine is activated.

```
DATA     LD A,(HL)
         CP #FF
         JP Z,KEYSCAN
```

Change border.

```
OUT (#FE),A
```

Another delay, this time for bar two.
A JP instruction is quicker than a JR instruction.

```
         LD BC,6
DELAY3   DEC BC
         LD A,B
         OR C
         JP NZ,DELAY3
```

Loop back round until finished.

```
AND #FF
INC HL
JP DATA
```

Scan for space, along the bottom left five keys of the keyboard (coded #7F). Jump to the rotate routine if space is not pressed.

```
KEYSCAN  LD. A,#7F
         IN A,(#FE)
         OR #EO
         CP #FE
         JR NZ,BACKIN
```

Turn off the border effect.

```
DI
```

POP the registers off the stack in the reverse order to which they were PUSHed.

```
POP DE
POP HL
POP BC
```

Set the I register back to normal, in tune with BASIC.

```
LD A,#3F
LD I,A
```

Re-select the ROM's interrupt mode.

```
IM 1
```

Restore A and the flags (F).

```
POP AF
```

Enable interrupts. Very important when returning to BASIC to prevent 'hanging'.

```
EI
```

Use the ROM error routine, returning with OK 0:1.

```
RST #8
DEFB #FF
```

This useful routine shifts the contents of the table so that on every re-print the bars appear to rotate round.

```
BACKIN   LD A,(TABLE)

         LD HL,TABLE+1
         LD DE,TABLE
         LD BC.#D
         LDIR
         DEC HL
         LD (HL),A
```

Restore all stacked registers.

```
POP DE
POP HL
POP BC
POP AF
```

Return to BASIC with interrupts still running.

```
RETI

DEFB 6,7,6,5,4,3,2,1,1
     1,2,3,4,5,0,#FF
```

So come on! Send in those programs to impress your friends, impress yourself, and impress those software companies. I know you want your name in emboldened lights among these wise words. Go-on, send them to Me (well David McCandless really but it's such a mouthful)

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And don't forget. If your routine is a bit 'good' then you'll get paid as well! Can't be bad. Plus the big monster of technology has caught up with us and the best program every month will be placed on MICRONET for all you hackers to down-load.

DICING WITH DEATH IV

BOARDS OF DOOM

*Blimey there are huge mounds of new role playing board games coming out of Games Workshop. So we sent our very own troll, **Phil Snout**, into the dungeon to get his feet wet.*

S'funny you know, but I've never really liked board games that much. Until recently, that is, when I was given a copy of a game called **Talisman** and to my amazement I loved it! Me and my chums played it to death, and it's brilliant fun, mostly 'cos it involves interaction with other people. And this set me thinking... were there any more fantasy board games along these lines? One swift call to Games Workshop did the business. Turns out they've been creating a new style of role playing games that everybody can play – the role playing board game.

No cheeky little counters for our heroes, no sir. Their board games are full of colourful plastic playing pieces, and fabby illustrated booklets. The presentation of the games is fantastic, and the possibilities for play improve as you play. With role playing board games, unlike any other kind of board game, you can add to the rules, the players and the boards until it bears as much relationship to a board game as **Miami Vice** does to real life.

So, striking while the iron was still hot, or luke warm at least, I set out to discover what fantasy board gaming is all about, (aaannnddd, cue the dragon's breath...)

BLOOD BOWL £19.99

Woah, Subbuteo was never like this... A game of football, American footy yet! But the difference here is that instead of playing against



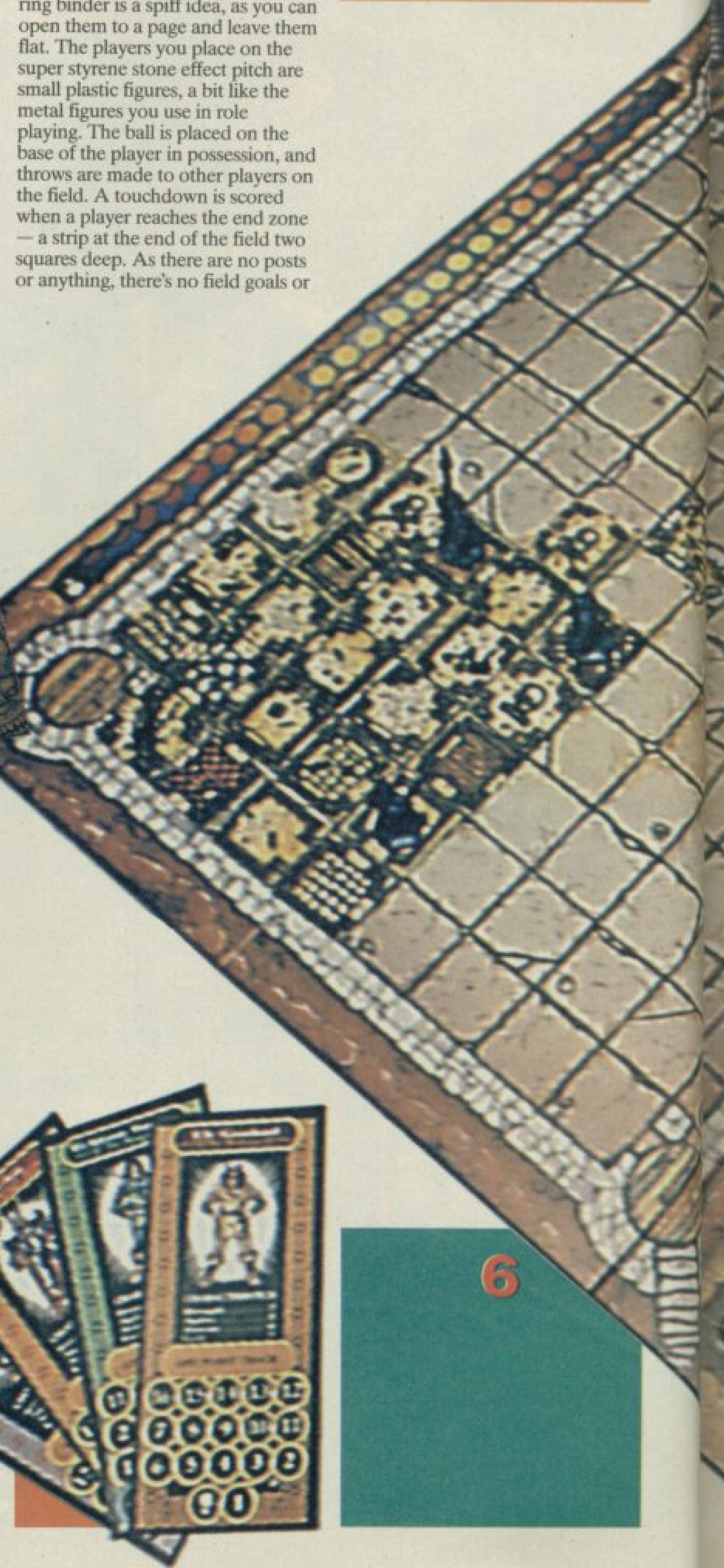
humans, often your teams are pitted against orcs, skaven and various breeds of fantasy world scum. The aim of the game is just like American football, to get more touchdowns than the opposing side, but in this case it doesn't matter whose head you pull off in the process. The game is brill fun to play, and as the booklet has a tutorial or two in it learning the rules doesn't take too long. You start by playing the stripped down basic rules: collisions are judged by dice rolls and the rounds of play are simplified so they're easy to take in. The Veterans' Rules are more complex, with each game decision allowing for the attributes of the individual players.

What you get for your 20 odd quid is a pair of thickish booklets entitled *Rules* and *Handbook*, four D6 (six-sided dice) and one D8 (eight-sided dice), two cone markers, a three piece styrene board, two dugouts, five reversable endzone name labels, and three transparent measuring tools. These clear rulers are for deciding, via a dice roll, whether you hit the square on the board that you threw the ball at and who is in line to intercept it if you didn't. The two handbooks that come with *Blood Bowl* cover the rules and background to playing and enjoying the game, and are hole punched for putting in a ring binder. Putting the rulebooks in a ring binder is a spiff idea, as you can open them to a page and leave them flat. The players you place on the super styrene stone effect pitch are small plastic figures, a bit like the metal figures you use in role playing. The ball is placed on the base of the player in possession, and throws are made to other players on the field. A touchdown is scored when a player reaches the end zone – a strip at the end of the field two squares deep. As there are no posts or anything, there's no field goals or kicked goals, just touchdowns.

Blood Bowl is brill as a football game, and is a well sussed role playing game too. The Vets Rules allow for attributes of each player in a collision to be taken into account. So in this way the games can be as simple or as complex as you like.

9

SPLATTER	8
STRATEGY	7
DIFFICULTY	5



2

3

4

6

DARK FUTURE
£19.99



The game of highway warriors is an old idea that Games Workshop has been playing with since the beginning of time. *Car Wars* and other similar role playing games have talked of a sort of *Mad Max* style automotive doom for some years now, but now you can get to grips with this idea yourself in this brand new board game.

The aim of the game is to actually survive a race along a track of road through the addled countryside of the far future. You and the other cars on the road are heavily armed with roof mounted cannons and rocket launchers etc. You know, all the usual stuff you can get down Halfords. The track is made of card sections, a bit like Scalextric sets, and is randomly generated by dice throws up to ten segments. The rules are set out in a thick handbook/rulebook, containing all the background to the game and rules, plus hints and tips on how to get the most out of your car and see the least of the competition.

The set contains three D6, the handbook plus a thin booklet which takes you round an introductory game, four cars with attachments, four bikes, a transparent range ruler, various weapon markers and road hazards like road blocks, craters, and 14 bits of track to drive along.

The cars are the same size as your standard Matchbox diecast toy cars, so rolling your own characters and cars shouldn't be difficult. You drive along the track and as the game proceeds certain hazards are placed in your way, as you attempt to wax the other driver before he makes it to the finish before you do!

Dark Future is a brilliantly original game, and one I can see having the same impact as *Blood Bowl*. It's easy to learn and fun to play.

9

SPLATTER	8
STRATEGY	8
DIFFICULTY	5

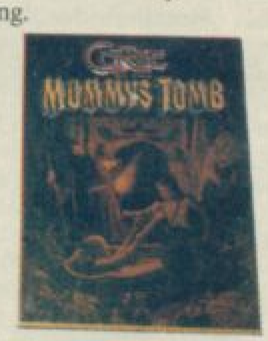
CURSE OF THE MUMMY'S TOMB
£14.99

Hah! Indiana Jones eat yer hat, 'cos here comes the ultimate in Egyptological gaming. *Mummy's Tomb* takes place in an amazing 3D pyramid playing board.

What you get for your pennies is two thin rule sheets, five real metal playing pieces (suitable for painting, in fact I insist) one D12, player characteristic cards and encounter and currency cards. The neat thing about *Curse* is that you can play it solo, just you against the mummy, but as with all board games it's much more fun when you play it with friends.

The aim of the game is to work your way around the board, avoiding the mummy and making sure that your opponents don't. Avoid the mummy, that is. Then you make your way to the hidden Chamber of Osiris, holding the key, and wait until the light falls onto a certain place in the room. (Sounds familiar, that!) After that you are required to pass three tests, and when you've succeeded, you've found the Elixir.

The playing pieces are nicely carved lead alloy, like military or role playing miniatures, quite unusual for a board game. They're much nicer to paint, as I find the plastic ones a bit shiny, even after priming.



To be honest I didn't enjoy *Curse* as much as some of the other games, and I can't really put me finger on why. I think it's because unlike the others it never really engaged my interest, and seemed a bit too easy. The manual wasn't too readable either, with no clean and simple 'this is what you do' instructions. The best thing about it is the 3D board.

4

SPLATTER	3
STRATEGY	4
DIFFICULTY	3





JUDGE DREDD £14.99

The comic will be well known to you, from the *2000AD* stable (whinny!) but you might not be so familiar with the game. The Role Playing Game that Games Workshop also sells is a fine example of role playing, but this board game is not quite so advanced. Put simply, it's a game of busting the most heads, in a legal sense, in the given period of the game, which falls after all the 'perp' cards have been used up.

It comes with a playing board and cards drawn BY *2000AD* artist Ian Gibson, a box cover by Brian Bolland, six little plastic Judges, and one D6 for resolving arrests. The board is undoubtedly nicely drawn but not very detailed. There are a handful of locations where crimes can be committed, and each player attends a crime and draws a card to make an arrest. The arrest involves combat of course, and so the dice is rolled to see who comes off worst. *Dredd* is a board game in the truest sense of the word, more like most other board games than real role play. But it's not bad if you want something Dredd flavoured and can't hack the full-blown role playing version.



5

SPLATTER	4
STRATEGY	3
DIFFICULTY	2

DUNGEON QUEST £14.99

Dungeonquest is the single game which owes the most to its *D&D* role playing forebears. (*Or even three bears. Ed*) You trundle through a dungeon, collecting treasure and searching for towers to finish in. The player with the most treasure after 26 rounds is the winner.

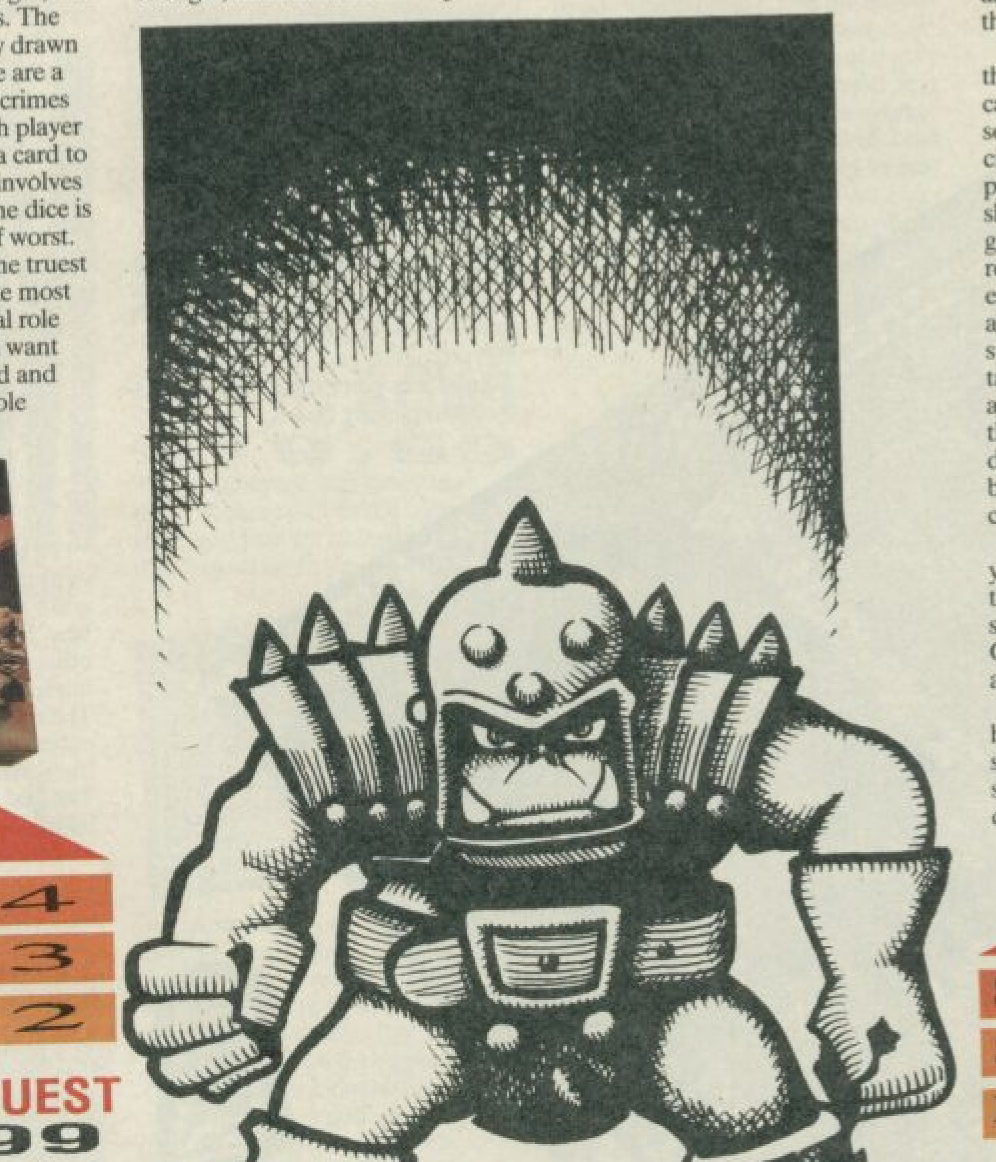
The set comes with four plastic hero miniatures, a massive blank dungoen board, room cards, one D12, one D6, an instruction booklet and some marker cones. The room tiles are placed on the dungeon board as you play, which means you don't know what's in the rooms until you actually put the cards down.

DQ is nicely put together and plays very well. The instruction book may be thin, but it packs in the detail, and soon you feel like an expert. On each round you move into an adjacent square. If there isn't a room tile in it, you place one, then pick a card to see what sort of hazard or treasure there is in the room.

I reckon *Dungeonquest* is an excellent intro to Dungeoning and could lead you into something stronger, like *Advanced Dungeons & Dragons*, if you're sufficiently impressed by the system. But the beauty of it is that it's such a good system anyway — you may actually find that just bolting things onto it gives you everything you need in a role play. And it just so happens, there's an expansion pack which is sold separately for £6.99, containing a D10, some new rules and more creature and room cards.

8

SPLATTER	7
STRATEGY	3
DIFFICULTY	5



TALISMAN £14.99

This is my personal fave game of the lot. It's basically a simple throwing the dice and move around the board type game, but with cards to turn up for creatures and happenings, and ratings according to your strength and craft (magical/psychic skill).

What you get in the package is a wedge of paper and board, a playing board, talisman and purchase cards, adventure cards, diecut card counters, a D6 and playing pieces. The players are little cardboard cut-outs with stands, but of course you can buy metal figures and paint them yourself to use with the game.

The great strength of *Talisman* is that the system of picking up the cards and acting upon them works so well. A whole new set of circumstances arises every time you play, as the deck of adventure cards, shuffled at the beginning of each game, are dealt. Some cards lie resident on the board and hassle each player as they pass, but most are just monsters to fight, others are spells that you've found, gold, talismans and followers. Followers are characters which follow you through the game, doing what you do, and affecting the way you fare in battles. Sometimes other characters can kill your followers.

Talisman is really a test of who your real friends are. The winner is the person who makes it to the inner section of the board to gain the Crown Of Command and destroy all the other players. Nasty.

It's brill and it only takes a few hours to learn. There are expansion sets and lead pieces available, and I suggest you try *White Dwarf* for details about how to get them.

9

SPLATTER	8
STRATEGY	7
DIFFICULTY	5



TURN TO PAGE 134

For further details about all Games Workshop Games, contact: Games Workshop, Chewton Street, Hilltop, Eastwood, Nottingham.
Tel: (0773) 769731

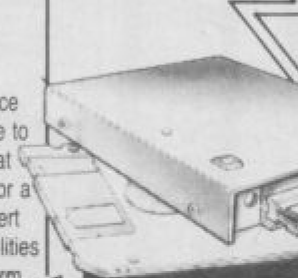
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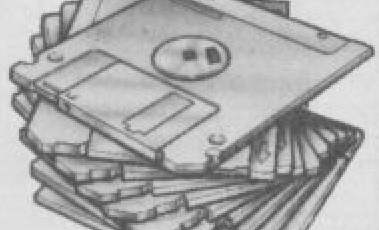
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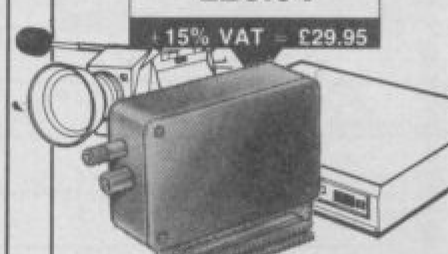
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Three Copies Of *Dark Future*, Two Copies Of *Blood Bowl*, Land Raiders, Rhinos, And Loads Of Space Marines And Miniatures In This Amazing *YS*/Games Workshop Christmas Compo.



You know the feeling Spec chums. It's Christmas day, you've unwrapped all your prezzies, stuffed yourself with turkey, read all the crappy Christmas cracker mottos, been forced to watch the Queen's speech, and are just settling down for the afternoon blockbuster when gran pipes up, "Anyone for a game of Gin Rummy?"

Aaaaarrgh!

Well next year, you can get your own revenge, if you're one of the winners of our fantastic compo. 'Cos we've got loads of fabby boardgames from Games Workshop just waiting to be won.

WOTCHOOWIN

First prize is a copy of *Dark Future, Blood Bowl,* and a goodie bag choc-a-block full of Land Raiders, Rhinos and Space Marines. Second prize is a copy of *Dark Future, Blood Bowl* and 30 Space Marines. Third prize is a copy of *Dark Future.* And 36 lucky, runners up will each win a miniature figurine from the Games Workshop army. Win one of these and you could challenge gran to a game of *Dark Future* next Christmas. Whoopee!

WOTTCHAGOTTADO

Imagine you're playing *Dark Future.* Your character is an ex-cop working for the Turner agency, the best crime busters this side of Shaw Taylor's Police Five.

Your last contract (a run in with three renegades from the Maniax gang) was a bit rough. Your ol' interceptor got a bit of a hammering and isn't going anywhere without a major overhaul. Still, you got out of the bundle alive, rubbed out all three renegades and received a weighty bonus for your trouble. And not only that, your boss has decided to let you have all the fixtures you like when your interceptor is fixed, so long as they're available.

All you've got to do then is look at the fixtures below and draw up a list, placing them in order of importance for fixing into your newly re-painted interceptor. So if for example, you think leather upholstery and an in-car TV is the most important fixture for your mean machine, put a) in first place, and so on. Then send the coupon (or a photocopy) to Parp, Parp, I'm Cruisin' For A Bruisin' Compo, *Your Sinclair,* PO Box 1509, Enfield, Middlesex, EN1 1LQ. The first correct entries pulled out of the sack on January 31st, 1989 will win these fantastic prizes.

• Employees of Dennis Publishing Ltd. and Games Workshop will be knocked over on a zebra crossing if they try and enter this compo.
• If your entry comes in after 31st January 1989, you're driving too slow and don't deserve a car.
• Gamesmaster T'zer's decision is final.

FIXTURES

I'd kit out my car with

1)...

2)...

3)...

4)...

5)...

6)...

7)...

8)...



a) Leather upholstery and an in-car TV.

b) A drinks cabinet.

c) A faster engine.

d) Rammer bars, for the suckers who don't get out of the way.

e) A roof-mounted weapons rack, sporting twin chainguns and a rocket launcher to boot.

f) Heavy duty armour plating, just in case.

g) A pair of pink fluffy dice.

h) Long range fuel tanks.

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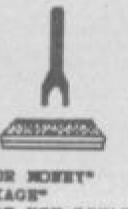


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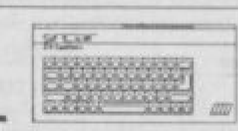
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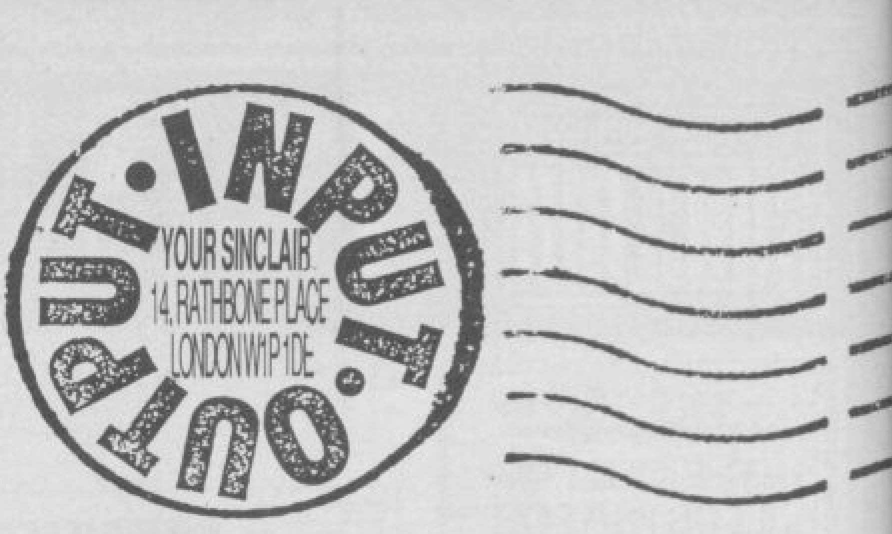


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SOFTWARE



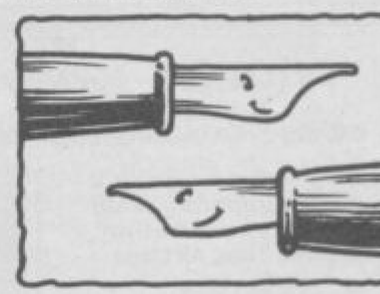
■ Over 1600 games to swop like *19, Impossible Mission II, Barbarian II,* and *Mickey Mouse*. So contact Vagos Develegas, 17 Kountouriotou Str, GR-15569 Holargos, Greece.
■ Wanted! ZX-81 software on cassette (original if possible). Will swop Spectrum software on disk 5.25. Please contact: Lothar Kissinger, Liebenauerstr. 103, 6520 Worms, W. Germany.
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■ Lots of games and utilities to swop. Send your list for mine. All letters answered. Write to Rajiv Rhera, C/68 Venus Society, A Scheme, First Floor, Worli, Bombay, India 400 018.
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■ Loadsa games to swop, such as *1943, Vindicator, and Overlander*. Write to Simon Lennox, 53 Main Street, Castle Dawson, Co. Londonderry, N. Ireland or phone (0648) 68662 after 6pm.

PEN PALS



■ 14 year old Speccy owner wants pen pal to swop games with. I have lots of new titles. Send your list to Mark McGregor, 87a Main Street, Tomintoul, Ballindalloch, Banffshire.
■ 14 year old guy desperately seeks 13-15 year old female who likes music, chat and Johnny Hates Jazz. Will answer all letters. Write to Kevin Tracey, at 7 Laurel Drive, Strabane, Co. Tyrone, N. Ireland.
■ Pen pals wanted, any age male/female. I have over 1600 games to swop incl *Typhoon*, mostly new. Write to me Andrew Littler, 31 Water Street, Runcorn, Cheshire.
■ Wanted pen pals from all areas, any age, any interests. All letters answered. So what are you waiting for, get writing!!! Nancy Todd, 51 Shakespeare Street, Southwick, Sunderland, Tyne & Wear.
■ Do you like heavy metal? If you do then write a letter to me so we can swop music tapes. Write to Thorvald Gunnarsson Hverfisgata 49, 101 Rejkjavik, Iceland.
■ Extremely interesting male seeks other life forms to swop games etc. I have *720°*, *Shockway Rider* and lots more. All letters answered. Steven Black, 8 Northbank Avenue, Westburn, Cambusland, Glasgow.
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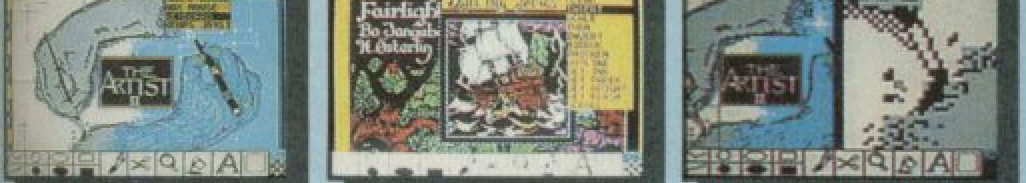
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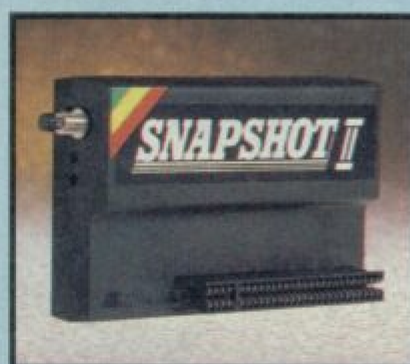


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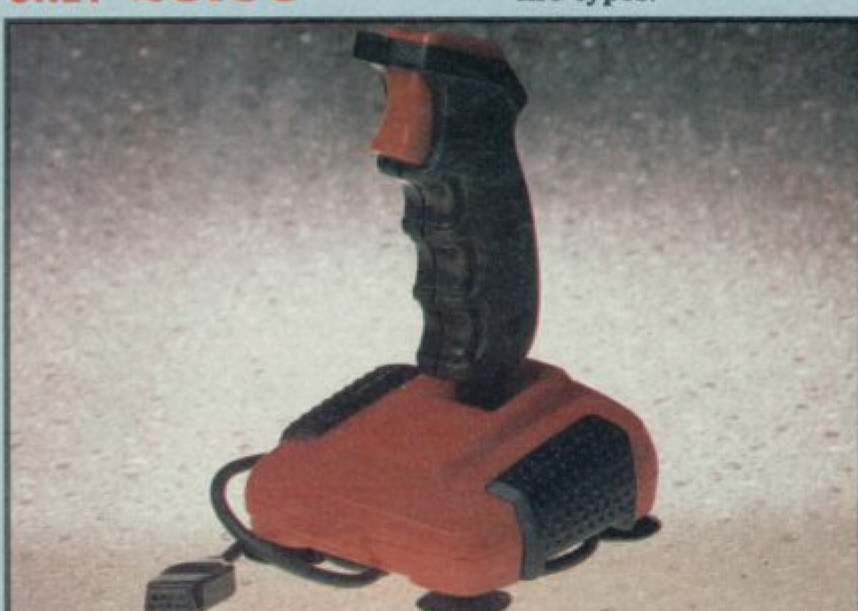
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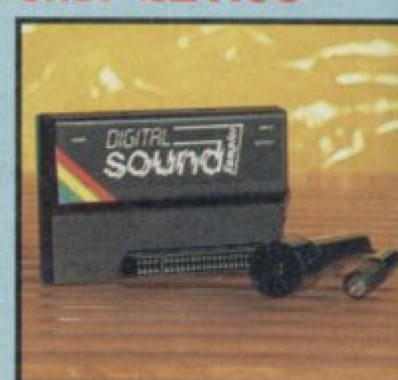
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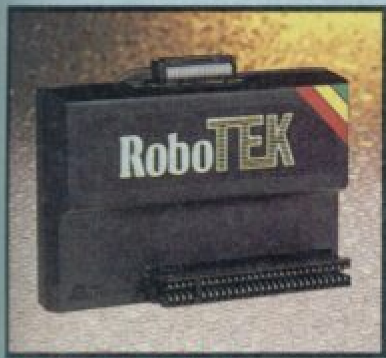


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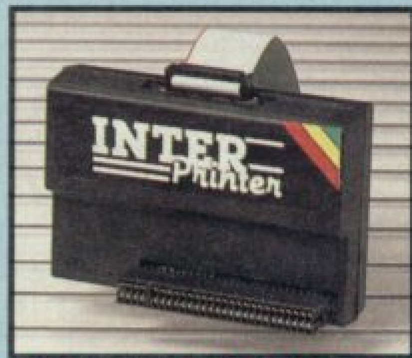
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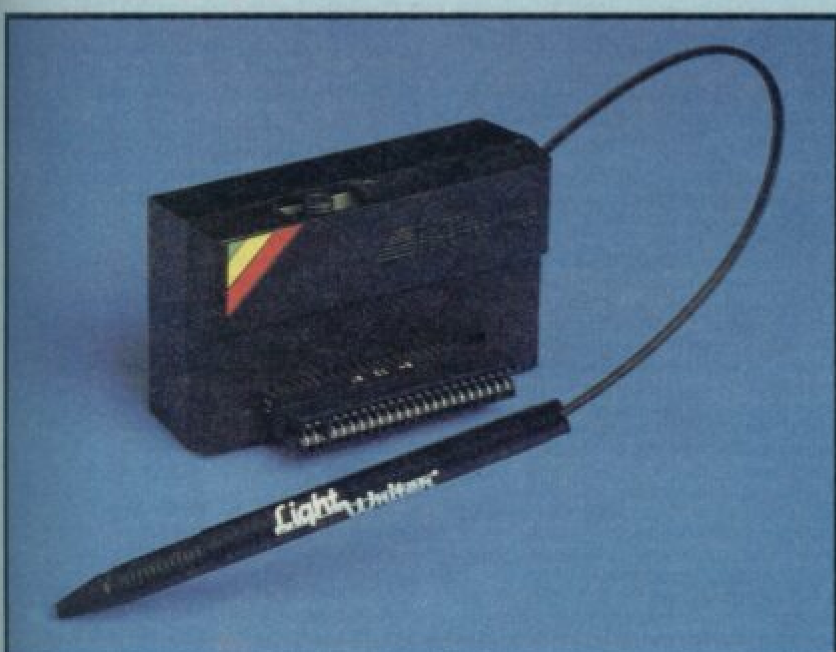
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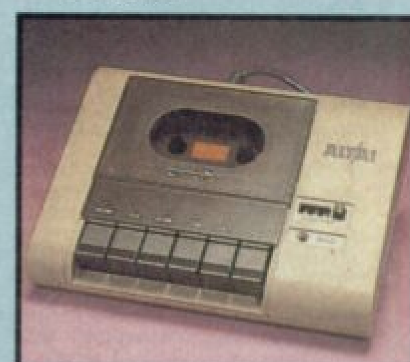
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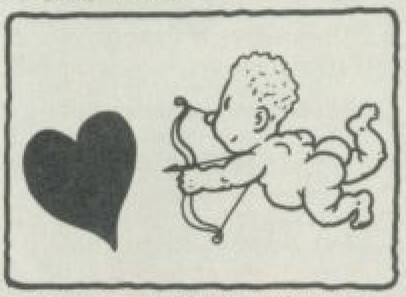
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■ Wanted! *Karnov.* Will swop for *Lightforce, Zynaps, Legend Of Kage.* Write to K.J. 12 Oberon Street, Cregagh Road, Belfast, N. Ireland.
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■ Heellpp!! I've just bought a +2. I need help on understanding POKE's and tips. I'd be grateful for any help whatsoever. Robert Oswald, 806 Lewis Flats, Ixworth Place, Chelsea SW3.
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■ Wanted! *The Fury* or *Bionic Commandos,* swop *Predator, Rolling Thunder, Mask II* or *Action Force.* Richard White, 4 Balgarvie Place, Scone, Scotland.
■ Wanted! Wafer Drive, plus Interface, plus leads, plus wafers. Swop for *GAC, Sailing, Astro Clone, FOTY* or *STC.* Best five offers will receive reply. Colin Bilton, 40 High Street, Misterlon, Doncaster, S. Yorks.
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■ I would like to swop *Gauntlet, Movie, Impossible Mission* and maybe a budget game for a copy of *Darkside* in good condition. Swop also budget game for *Agent X.* Stephen Mulcahy, Churchtown Road, Newcastle West, Co. Limerick, Ireland.
■ Wanted! Any drawing game except *Icon Graphix.* Send to Luke Nash, 49 Dock Road, Tilbury, Essex RM18 7DB.
■ Wanted! *Advanced OCP Art Studio* (128K) version. Will swop for *Driller, Alien* and *Micronaut I.* Originals only. My three for your one. Please write to Vivian Ashton, 7 Durban Street, Hollinwood, Oldham.
■ Wanted desperately — *Cybernoid, Karnov, Side Arms, Gryzor.* Will give any two of *Exolon Revolution, Fast 'n' Furious, Thunderceptor, Deathwish III, Xarax, Five Star Games II, Impossible Mission* for each. Ring James on (0249) 814439 after 5pm.
■ *Millionaire* wanted, will swop for any one of *Whodunnit, The Empire Strikes Back, On The Oche, Vampire.* For details write to M.J.R. 47 Cookridge Drive, Leeds LS16 7HP.
■ I'm not starting this ad with the word wanted, but I want *720°, Impossible Mission* and *Fantastic Voyage.* Write to James Hughes, 14 Ayton Close, Stockfield, Northumberland. Originals only please.
■ Wanted, any broken joysticks, VIC 20's etc. Postage refunded and presents for the first 10 people to send in. Everybody else, just postage refunded. Richard Waugh, 43 Sapperton, Werrington, Peterborough, Cambridgeshire.
■ Wanted: *Roadblasters, Last Ninja II.* Swop *Paperboy, Leader board, Football Director, Trivial Pursuits, TSAM 3, OutRun.* One for one or one for two basis (No Ipswich fans!) Call Tony on (0953) 604923.
■ Wanted, Sinclair Black Watch! Who knows where to get one in good condition? Please contact: Lothar Kissinger, Liebenauerstr 103, 6520 Worms, West Germany.

MESSAGES AND EVENTS



■ Address book program for Spectrum Microdrive owners. Home written but excellent value for money. Only £2.29 cheque or postal order to Matthew Williams, 6 Tower Road North, Heswall, Wirral, Merseyside.
■ Micro Mag has the only Anti Drongo ST and Amstrad club in Editorial. Only £1 from Micro Mag, The Bungalow, Keycol Hill, Newington, Kent.
■ Hi! I'd just like to say 'Yo bod how you doing man and Hattie is fit!! Yeah! From David Robinson yeah!
■ Superlock is a protection system for 48K Spectrum programs. For details send an sae to Superlock, 3 Wordsworth Crescent, Springwell Village, Gateshead, Tyne & Wear.
■ *Your Spectrum* issues 1-12 in binder £20. Phone (01) 552-0600.
■ Leave the rest-join the best. A new realistic postal soccer management sim. Send sae to PSH, 31 Coleridge Avenue, Penarth, S. Glamorgan.
■ For over 50 POKEs send 70p and a blank tape to POKEtape II, R. Elliott, 21 Belsfield Gardens, Jarrow, Tyne & Wear. First four senders get money back.
■ If you know Angela Sloan of Bramhall, tell her I miss her and would like to see her again, love from her mate Paul O'Neill.
■ Software Exchange Club. Exchange your unwanted originals cheaply. Same day turn around where possible. Send sae for membership kit to SSSC (Dept. Newmem), 178 Forest Road, Kingswood, Bristol.
■ Want to make money in your spare time? For details send sae to 2 Auckland Road, Sparkbrook, Birmingham B11 1RH.
■ Hello *YS* readers. Do you want to swop games and films? I've got the latest in software, so get writing. Manoj Ranchordas, Rua Sacadura Cabral, Lote 23 1-A, S.J.Estoril, Portugal 2765.
■ For over 50 POKEs send 70p and a blank tape to 21 Belsfield Gardens, Jarrow, Tyne & Wear.
■ New computerised football PBM. Division Champions win £75 and a trophy. Join now for a realistic challenge. Turns every fortnight. Send sae for details to DP Clancy, Goddison, Promenade, Llanfairfechan, Gwynedd.

LONELY HEARTS



■ Are you a female 15+ who needs a strong modest and intelligent male aged 16? If so, write to me and send a photo. I like anything that you do. Philip MacLeod, 26 Addison Close, Feltwell, Thetford, Norfolk.
■ Lonely girl seeks boy of 14. Must have good taste and must adore heavy metal. Write to Helen Jones, 43 Worcester Lane, Pudmore, Stour, W. Midlands.
■ 18 year old male seeks a girlfriend from Gloucester area. All letters answered. Send a photo if poss. Write to Lloyd, 9 Springhill, Sandhurst, Gloucester.
■ 15 year old boy seeks 14-15 year old girl in Hants area. Hobbies inc. American Football (San Francisco 49'ers fan). Photo if poss. All letters answered. David Lewis, 4 Keats Close, Olivers Battery, Winchester, Hants.
■ Lonely 15 year old male is looking for attractive 14-16 year old female, who likes pop music and going to the cinema. If interested write now (with photo if possible) to Paul Watson, 2916 Niddrie Marshall Place, Edinburgh.
■ 16 year old male, looking for an attractive female aged 15-18 in the Leeds or surrounding district. I own a Spectrum 128+2 computer. Please send a photo to Michael Woods, 50 The Nooks, Gildersome, Morley, Leeds.
■ Two sexy males seek two lonely females, we are both 13. Please write enclosing photo. Must live in the Hull area. Send letters to Chris and Nic, 86 West Borough Way, Hull.
■ Incredibly cool and lonely 18 year old Italian guy, desperately seeks females into House Music from anywhere — but preferably from Eastbourne area. Send photo please to Mauro Consolo, Via Flaminia Nuova 260, 00191 Rome, Italy.
■ 14 year old male looking for a 13-14 year old attractive female who owns a Speccy, likes music and reads *YS.* Photo if possible please to Christ Scott, 2 Douglas Terrace, Lanark, Scotland ML11 9HE.
■ 12 year old male seeks fun loving girl aged 12+. If you live in Surrey send a letter and photo to John Davidson, Little Boarhunt, 73 Portsmouth Road, Liphook, Hants.
■ 14 year old female seeks a 14-16 year old boy. Enclose photo in your letter please!!! All letters will be answered, so get scribbling now! Kim Mosedale, 20 Goyfield Avenue, Felixstowe, Suffolk.
■ Good looking male, age 15, seeks 14-15 year old girl who likes music and having fun, write to Paul Laurie and send photo if possible. All letters answered. Paul Laurie, 127 Gordon Road, Nunhead, SE15 3RR.
■ Hi! I'm Gilly and I'm into real hunks age 14-15. Please enclose photo and I'll answer every letter. Please write to me, and make me happy. Gill Irvine, 7 Oaklands Court, Aldcliffe, Lancaster.
■ Lonely 18 year old, male Speccy owner seeks lonely female, 16-19. Interests include discos, music and having fun. Please send photo to Graham Jones, 28 Dolydd, Llandudno, Gwynedd, North Wales.
■ Two 17 year old girls seek two hunky males 17+, must like sports (especially American sports) and having a good time. Please send photo. All letters answered. Send to Sam & Tracy, 8 Mount Road, Rhyl, Clwyd, North Wales.
■ 17 year old lonely, male Speccy owner requires friendly female around same age. My interests include computers, music, football and having a good time. So get them pens rolling to Matthew 'I'm so lonely, honest' Plunkett, 61 Magpie 'Lonely' Road, Norwich, Norfolk.

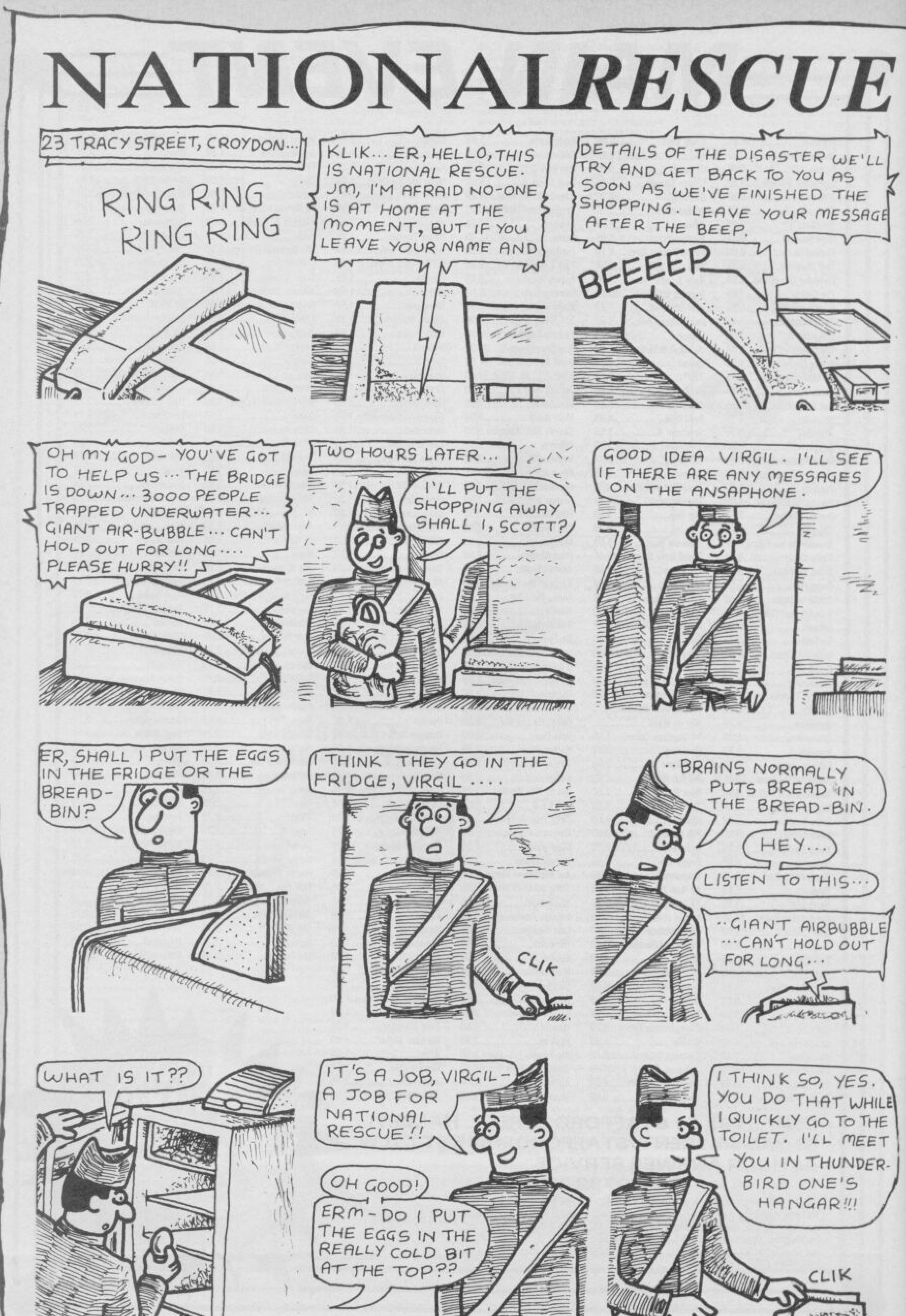
FANZINES



■ Spectrum magazine coming in July '89. Badly needs maps, tips, POKEs and other ideas. Enclose stamp if you want it sent back Ronni Stirling, 23 Mayfield Street, Ruchill, Glasgow.
■ *Micro Mag* is the best tape fanzine. Send £1 to A. Everingham, The Bungalow, Keycol Hill, Newington, Kent.
■ Greetings, Alec here! Are you up to date with the new games? Well we are!! In the second best magazine (*YS is unbeatable of course! Ed*) *"Head Over Heels!"* Price 45p + sae!! Alec McCutcheon, 54 Birch Road, Congleton, Cheshire.
■ Speccy's need *'ECU!'* The tape fanzine with hundreds of pages!! Only £1. Moving cartoon, competitions. Simply the best!!! Cheques to T. Warren, ECU, 54 Clougn End Road, Hattersley, Hyde, Cheshire.
■ Stuck? Need a POKE or tip? Write to Russell and enclose 50p. 19 Railway Terrace, Fishponds, Bristol. I have hundreds of POKEs and also maps. *The Spectrum Programmer,* a cassette magazine for the people who want to play more than just games. Send £1 to Kieran Wood, 30 Church Street, Elsecar, Barnsley, S. Yorks.
■ *Superspec* is a new monthly fanzine for all Spectrum users. It's only 40p per issue. So don't delay write today. Send sae to Stephen McGuiness, 98 Jerviston Road, Motherwell, Scotland.
■ Fourth issue of *OVER!* out November. Free game on cover. Costs £1 plus 22p p&p. Send money to Gavin Jackman, 87 Potters Lane, Seno Woking, Surrey.
■ Advanced Spectrum machine code course starts this month. Send for issue one now! Only 50p. Send sae for details. Mr N Lewis, 53 2 Kyle Cresecent, Whitchurch, Cardiff.
■ NEW! Mag on sale. Comes on tape, over 115 pages of reviews, POKEs. Great value at £1. Send money and sae to Darren Martin, 91 The Lindens, Fieldway, New Addington, Croydon, Surrey.

> **Puzzle Pages: Answers**
>
> Coin Oops: How can a coin be marked 'BC' when the maker couldn't know that Christ would be born in 327 years?
>
> EIFFEL

Editor Teresa Maughan; **Art Editor** Catherine Higgs; **Production Editor** Jackie Ryan; **Staff Writer** Duncan MacDonald; **Designer** Thor Goodall; **Technical Consultant** David McCandless; **Contributors** Marcus Berkmann, Guy Bennington, Ciarán Brennan, Jason Daley, Mike Gerrard, Sean Kelly, Catherine Peters, Peter Shaw, Rachael Smith, Phil South; **Advertisement Manager** Simon Stansfield; **Advertisement Executive** Stephen Bloy; **Advertisement Director** Alistair Ramsay; **Production Manager** Judith Middleton; **Marketing Manager** Bryan Denyer; **Publisher** Terry Grimwood; **Finance Director** Colin Crawford; **Managing Director** Stephen England; **Chairman** Felix Dennis; **Published by** Dennis Publishing Ltd, 14 Rathbone Place, London W1P 1DE; **Telephone** (all departments) 01-631 1433; **Telex** 8954139 DennisG; **Fax** 01-636 5668. Company registered in England; **Typesetters** Carlinpoint, London; **Reproduction** Graphic Ideas, London; **Printed by** Chase Web, Plymouth, Devon; **Distribution** Seymour Press, 334 Brixton Road, London SW9 (telephone 01-733 4444).


NATIONAL RESCUE
23 TRACY STREET, CROYDON...
RING RING RING RING
KLIK... ER, HELLO, THIS IS NATIONAL RESCUE. UM, I'M AFRAID NO-ONE IS AT HOME AT THE MOMENT, BUT IF YOU LEAVE YOUR NAME AND
DETAILS OF THE DISASTER WE'LL TRY AND GET BACK TO YOU AS SOON AS WE'VE FINISHED THE SHOPPING. LEAVE YOUR MESSAGE AFTER THE BEEP.
BEEEEP
OH MY GOD- YOU'VE GOT TO HELP US... THE BRIDGE IS DOWN... 3000 PEOPLE TRAPPED UNDERWATER... GIANT AIR-BUBBLE... CAN'T HOLD OUT FOR LONG.... PLEASE HURRY!!
TWO HOURS LATER...
I'LL PUT THE SHOPPING AWAY SHALL I, SCOTT?
GOOD IDEA VIRGIL. I'LL SEE IF THERE ARE ANY MESSAGES ON THE ANSAPHONE.
ER, SHALL I PUT THE EGGS IN THE FRIDGE OR THE BREAD-BIN?
I THINK THEY GO IN THE FRIDGE, VIRGIL....
CLIK
..BRAINS NORMALLY PUTS BREAD IN THE BREAD-BIN.
HEY...
LISTEN TO THIS...
..GIANT AIRBUBBLE ...CAN'T HOLD OUT FOR LONG...
WHAT IS IT??
IT'S A JOB, VIRGIL- A JOB FOR NATIONAL RESCUE!!
OH GOOD!
ERM- DO I PUT THE EGGS IN THE REALLY COLD BIT AT THE TOP??
I THINK SO, YES. YOU DO THAT WHILE I QUICKLY GO TO THE TOILET. I'LL MEET YOU IN THUNDER-BIRD ONE'S HANGAR!!!
CLIK


TEN MINUTES LATER... IN THE GARAGE
THAT'S BETTER - I'VE BEEN DYING TO GO FOR ABOUT AN HOUR!!
THUNDERBI
GOSH!
RIGHT - EQUIPMENT... WE'D BETTER TAKE THE FIRE EXTINGUISHER.
OKAY
AND A BUCKET OR SOMETHING MIGHT BE A GOOD IDEA
THUNDERBIR
WHY?
WELL - EVERYONE'S TRAPPED BENEATH A FLOODED RIVER - SO I THOUGHT MAYBE WE COULD BAIL ALL THE WATER OUT OF IT. AND THAT WAY WE DON'T EVEN HAVE TO GET WET!
GOOD THINKING!
VERY SHORTLY...
CAN I DRIVE ON THE WAY BACK PLEASE SCOTT?
F.A.B. VIRGIL
4 HOURS LATER
HOW FAR NOW, SCOTT?
ABOUT TEN MILES, VIRGIL
DISASTER 10 MILES
GOSH - DAD WILL BE PLEASED IF WE CAN PULL THIS ONE OFF ON OUR OWN, SCOTT!
YES. AND IT'LL PISS BRAINS OFF AT THE SAME TIME!!
GOOD!!
VERY SOON
CRIPES!
LET US THROUGH!
HELLO YOUNG LAD. AND WHAT'S YOUR NAME?
TIMMY SIR. I'M SIX YEARS OLD.
OKAY TIMMY, I'M GOING TO LEAVE YOU IN CHARGE!!
GEE, THANKS MISTER!
WE'VE DONE ALL WE CAN VIRGIL. LET'S GO HOME.
JUST IN TIME FOR TEA
HOORAH
HOORAH
HOORAY FOR NATIONAL RESCUE!
THUNDERBIRD 1
THE END

It may be Christmas for you lot, but Ciarán Brennan is lost somewhere among the nation's arcades searching for . . .

SLOTS OF FUN

The arcade machine business works in a slightly different way to our own beloved software industry, so while the Oceans and US Golds of this world were frantically putting the finishing touches to their contenders for space in your Christmas stocking, most of the coin-op merchants were presumably sunning themselves in far off climes.

Why am I telling you this? Well, it's a sort of excuse really, but because of the traditional Christmas lull for the arcade manufacturers, I've really had to scramble around to find a few machines to review for you folks. Luckily the standard was pretty high in those that I found, but believe me I could have done without all of the searching.

But on with the show. This month, as well as the usual shoot 'em ups, we finally get to see that metallic superpoliceman *RoboCop* in the arcades sharing space with a racing simulator that's actually bigger than the machine that it's meant to be simulating (all will be revealed). We also have a chance to see the first home built machine by one of the country's major arcade distributors, Electrocoin. So what are you reading this for? Get on with it . . .

CIARAN'S CORKY COIN-OP
ROBOCOP

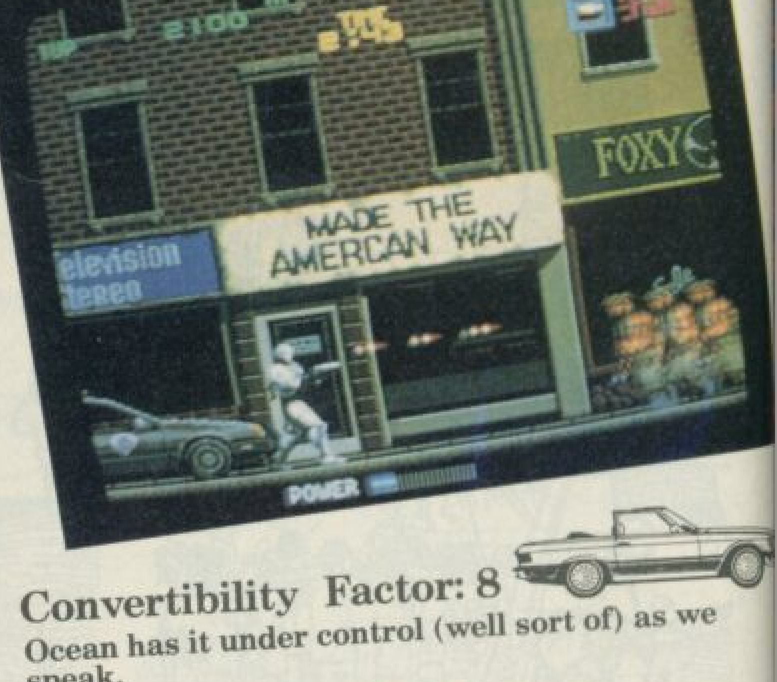
'Good business is where you find it' — and Data East obviously reckons that it's found it here, converting the film that was last year's big cinema hit (and probably this Christmas' big vid) to a rootin tootin shootin blast 'em up.

I was going to say that the hero walks along a left to right scrolling cityscape, but he doesn't — he 'clunks' along, in exactly the way that a man made of two tons of metal would. Robotic movement is usually a drawback in video games but in this one it's a distinct advantage. Packing cases along the way contain lots of Robogoodies, but watch out for splinters as the only way to open them is to punch them to smithereens.

There are the usual hordes of bad guys out to stop your little stroll, but they're not too much of a danger as it takes an awful lot of small arms fire to down a metal hunk like old Robo. These boys are easily disposed of, either by the standard rocket pistol that comes with the territory, or else by the triple shot pistol or the personal cannon that can be picked up along the way.

Certain elements prove a little tougher to avoid or destroy. For instance one of the levels is set in a car breaker's yard — so the 'tin bizzie' had better watch out or he could easily end up as a small condensed cube falling from the end of an unstoppable crusher machine. Falling girders are also enough to cause a severe dent to Robo's ego and his armour — in fact they kill him!

If you liked the movie (and who didn't?), this game is bound to bring a smile to your face and an itch to your trigger finger. It's got tons of blasting and punching and skulls to crack . . . so to steal a phrase from the movie 'I'll buy that for a dollar!' (or 20p in this case, 'cos that's how much it costs).





Convertibility Factor: 8

Ocean has it under control (well sort of) as we speak.



TRUXTON

Well, a month couldn't go past without the appearance of another top to bottom scrolling shoot 'em up, so without further ado let me introduce you to Taito's *Truxton*. So what does this have to offer that a million and one other coin-ops don't? Erm, not a great deal actually. The sprites are quite big and colourful and the beams and explosions are also pretty effective, but it takes a lot more than good graphics to make a shoot 'em up outstanding.

Certain sections have a sort of *Nemesis* feel to them, right down to the snakey creatures that appear from the sides of the screen. Also, like *Nemesis*, the ship's powers can be added to progressively by picking up lettered icons; S increases speed (to a maximum of four times the original pace); T adds a deadly Tatsujin bomb to the ship's armoury (up to 10 of these can be carried at any one time); P gives extra power (five icons increase this by one degree) and '1up' and '2up' add one and two lives respectively.

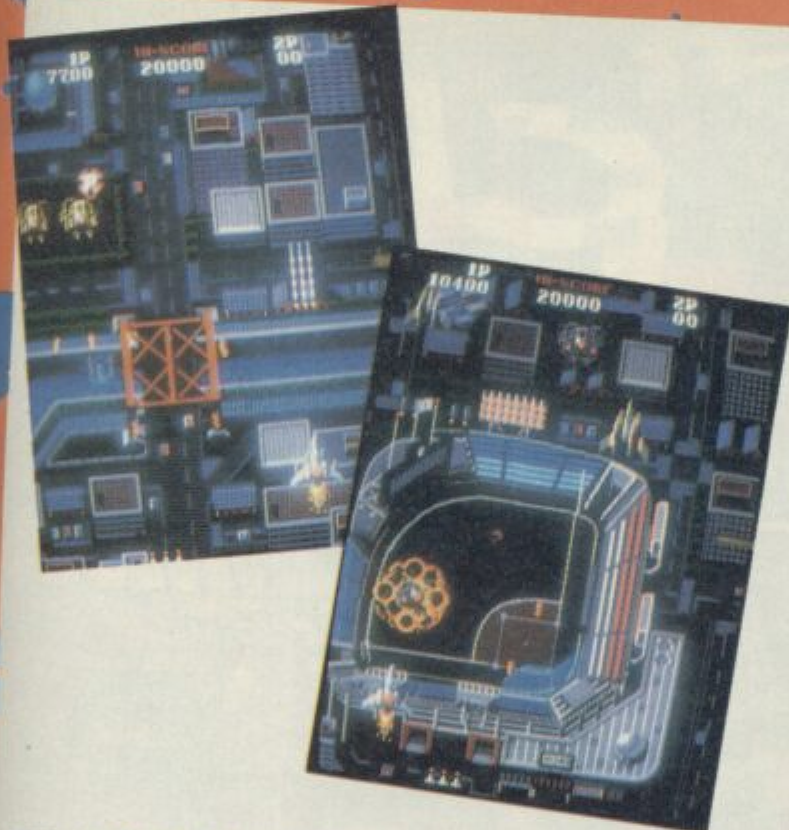
Truxton's alright as shoot 'em ups go, but I wouldn't sell my granny to get in the queue to play it.



Convertibility Factor: 8

A must to come scrolling down your screen pretty soon.





TWIN SUPER SPACESHIP

Heyyy! Moody black and white, trendy arty attract screen — cooo! Tres impressif mon ami! But oops, as soon as it's over it's straight back into a normal top to bottom shoot 'em up — aaaarrrgh!

But back to the beginning. The title screen is really different from the usual arcade offering. A story isn't so much told as suggested by a slowly scrolling monochrome newsreel effect — the implied story won't win any awards but it is quite pretty.

Once into the game the action speeds up considerably. The action is red hot and there are squillions of aliens to be destroyed or avoided. Sometimes dodging the opposition is made easier by the fact that the screen also scrolls from right to left (slightly), but even this advantage is countered by the aliens who zoom in from the bottom of the screen without any warning and destroy another of your three lives.

All this mayhem is controlled by a joystick and three buttons, which are used to employ extra weapons as they're picked up. The problems involved in getting from level to level can be halved if a friend joins you on screen for the two player game.

Twin Super Spaceship may be a dreadful name, but the game is fast and furious and is the first shoot 'em up in months that's brought me back for another try. Highly recommended.



Convertibility Factor: 7

All the speed of the Speccy, but what about those graphics!

EA

Who remembers *Boulderdash* then? Well the folks at Electrocoin obviously do, because they've seen fit to come up with their own variation on the theme — a fixed screen 'dodge and collect' game which retains all of the original's cuteness (bleugghhh!).

Believe it or not, the main character looks exactly like Andy Pandy, while the rest of the geezers on screen are (wait for it) strawberries on legs???!! *(Sounds a bit looby loo to me! Ed)* The basic idea is that Andy runs around eating routes through the solid background in search of bananas and cakes. The evil strawberries are in hot pursuit, but can be seen off by dropping an apple on their heads (an apple a day keeps the strawberries away) or shooting them with an extra strong mint. Watch out though, because the mints take a little while to regenerate after you've used them, so it's very easy to be left empty handed. Eat all of the bananas and it's on to the next level — and so forth. Collecting E-X-T-R-A icons yields an extra life, while other icons can deliver surprises.

EA is fun, but it's a little old fashioned and can start to grate very quickly. Unfortunately the two player mode doesn't add much to the excitement, as both players take consecutive turns (it's surprising how quickly this style has gone out of fashion — most games now allow both players to take part at once). This is an odd little product, so maybe it's worth at least one try.

Convertibility Factor: 8

Almost made to Spectrum measure.

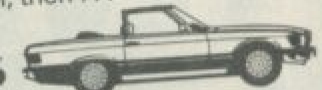
POWER DRIFT

OutRun put you behind the wheel of a Ferrari, *Chase HQ* set you free in a Porsche and *WEC Le Mans* allowed you to live out your fantasies of speed in a customised endurance racer. *Power Drift* on the other hand gives you the keys to a souped-up lawnmower and lets you loose on a track that's made up almost entirely of logs — phew, cheers Sega!

Actually, this isn't as silly as it sounds. The whole affair is wrapped up in a hydraulically operated cabinet *(WEC Le Mans* style) and twists and turns like a trapped leopard. The high spot definitely comes when you take the mower over the logged overpasses — the bumps give the impression that you're travelling along the middle of a railway line on a bicycle with no tyres.

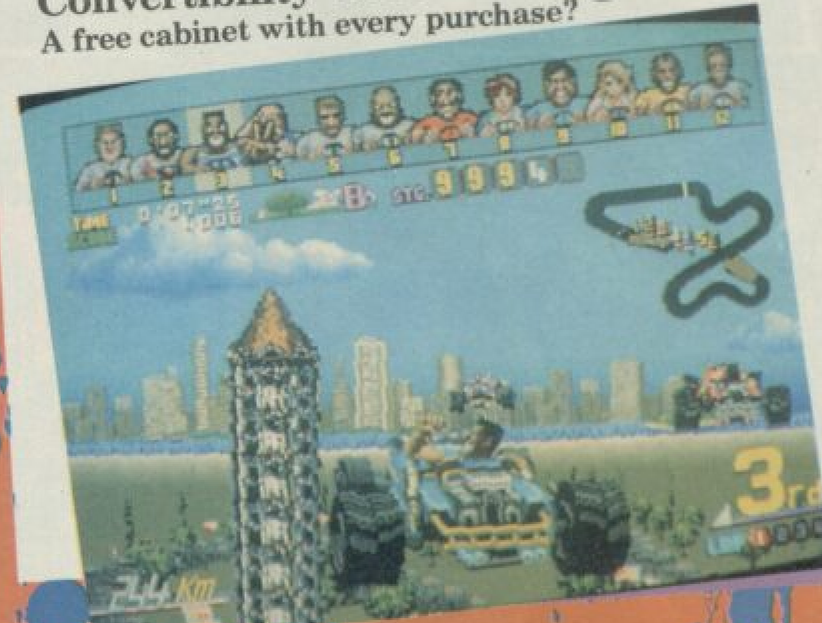
As we've come to expect from these racing games, the object is quite simple to grasp (grulch!) There are 25 short courses to be negotiated/with a place in the next guaranteed if you end up in third place or better. Hazards to watch out for include very tight hairpins, the tall trees that line the side of the track and (of course) the other competitors — a bit of panic gear changing comes in handy every now and then.

And that's about it! There really is nothing more to be said about *Power Drift*. It feels good and plays well and if you enjoyed the previous racing games then you'll enjoy this. If you like to get your kicks in a little more realistic fashion, then . . .



Convertibility Factor: 5

A free cabinet with every purchase?



ARCADE NEWS

Way back in July we came across *Dead Angle*, an *Operation Wolf* style shoot 'em up with gangsters replacing the guerillas. Six months later, the game has reappeared as *Gang Buster*, with the addition of a built-in machine gun to add to the *Op Wolf* similarities.

As if this wasn't confusing enough, I've finally found out the name of a game that's been around in prototype form for ages — and it's called *Gang Busters* (I hope that you don't have to ask for these two by name). Anyroad, *Gang Busters* is a little more light hearted than its similarly named counterpart, involving the capture of loads of bank robbers by two cartoony policemen. Watch out for it!

While we're on the subject of Konami, *Thunder Cross* is its latest addition to the by now saturated progressive shoot 'em up market. One unusual feature is that a vast range of extra weapons are accessible by using just two buttons: one selects the desired weapon, the other unleashes it — simple as that.

And last (but not first) this month comes Sega's *Scramble Spirits*. I'm not going to say what format this one follows, but if you were to say top to bottom scrolling shoot 'em up you wouldn't be far wrong. That said, it's a competent enough example of its type, with no amazing features to make it stand out and no real glitches for me to harp on about.

– See you next month where hopefully we'll see the beginning of the *Space Invaders* and *Lunar Landing* revivals.

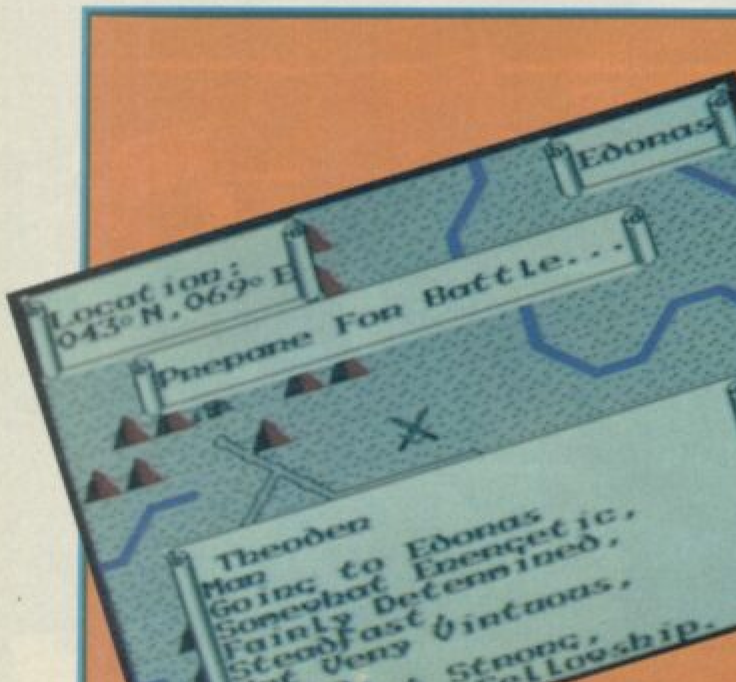

"CE
"CELE
IMPOSSIBLE MISSION II
SPORTS WORLD 88
California Games
Gauntlet II
Out Run
START
"GOOD
ECHELON
THE GAMES
WINTER EDITION
LEADER BOARD
Par 4
ACCESS
A CLASSIC CELEBRATION OF THE GREATEST SERIES OF GOLF SIMULATIONS EVER PRODUCED. INCLUDING: 4 GAMES. 14 COURSES. UNIQUE FREE STANDING HOLEGUIDE. CLUB LENGTH CHART AND SCORE CARDS
"C'M



"BRATE"
"TIMES"
"ON!"
ROAD BLASTERS
COMPUTER VERSION OF THE BEST SELLING ARCADE GAME
BIONIC COMMANDO
Advanced Dungeons & Dragons
THE PEPSI CHALLENGE
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1943
THE BATTLE OF MIDWAY
"HISTORY IN THE MAKING"
The First Three Years
LEADER BOARD
EXPRESS RAIDER
IMPOSSIBLE MISSION
SUPER CYCLE
GAUNTLET
BEACH HEAD II
INFILTRATOR
KUNG-FU MASTERS
SPY HUNTER
ROAD RUNNER
BRUCE LEE
WORLD GAMES
GOONIES
RAID
BEACH HEAD
STREET FIGHTER
U.S. GOLD

FUTURE SHOCKS

After the turkey and pud are consumed, what are you going to splash out on with that postal order auntie set you for Christmas? If the goodies in store in *Future Shocks* are anything to go by, it'll have precious little to do with peace and goodwill to all men!



Melbourne House

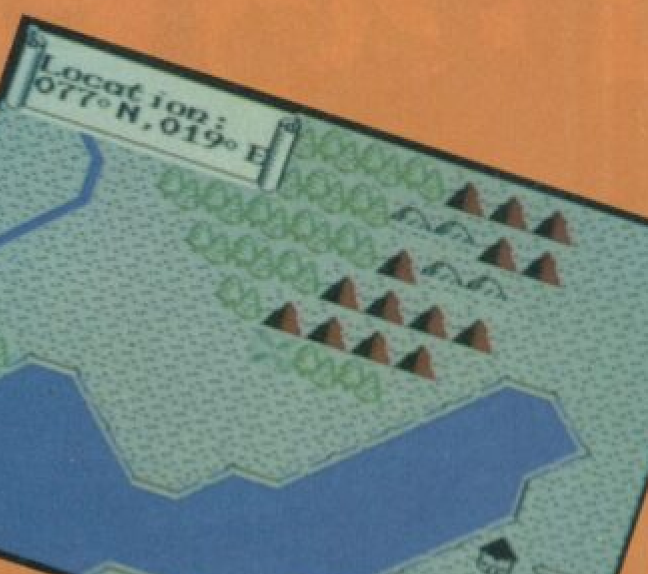
Everybody goes through a stage when they literally devour the three weighty tomes that make up *The Lord Of The Rings*. Often a re-reading leads to a sneaking suspicion that hobbits are a teensy-weensy bit twee and might well benefit from a severe clip round the ear 'ole; this is a stage known as *Bored Of The Rings*. All this is rather unfair on poor old Frodo and the Fellowship, their epic efforts to reach Mount Down and lob the Ring of power into it before it falls into the evil clutches of all-powerful Sauron never fails to get the old adrenalin pumping.

Why have we told you all this? Well, surprisingly enough *War In Middle Earth* enables you to recreate the action of *Lord Of The Rings* so pithily described above.

The game comes to you on three levels; a map of Middle Earth in its entirity gives a broad view of the state of play over which units are deployed, while the campaign map enables you to zoom in on a particular area. Finally there is the battle screen which displays everyone involved in combat. Individuals from the novel such as Frodo, Gandalf and Aragon are represented while your trusty (?) Speccy dons gauntlets and black cape to muster the forces of Sauron agin' you.

War In Middle Earth will be available for £9.99 and should be in the shops about now — but beware it may be hobbit forming!

War in Middle Earth



ACE 2088



Cascade

What does any self respecting Inter-galactic ranger do when confronted by a horde of alien thingies, writhing green tentacles and all? Invite them home to tea, perhaps? Take them for a slap up meal at the local curry house? No, a thousand times, NO! What any self respecting hero of the inter-stellar abysses of the pitiless void that is Space would do is pull on his shiny space suit, jam a ten-gallon hat on his head and leap into the cockpit of his light year leaping, planet demolishing rocket, get the offending beasties in his sights and pro eed to fsssh-blip-grrblamm 'em.

As you may have gathered from this thrilling preamble, *Ace 2088* is a gut busting shoot 'em up. Your mission, involves whizzing around like a maniac, avoiding the awesome firepower of the enemy and freeing the planets captured by the aforementioned alien nasties and generally keeping the universe free for right minded psychopaths like yourself. *Ace 2088* should already have landed in your local emporium, rimed with space frost; the cassette will set you back £9.99 and the disk £14.99. Go get 'em.

FUTURE SHOCKS

CLOCK CHESS

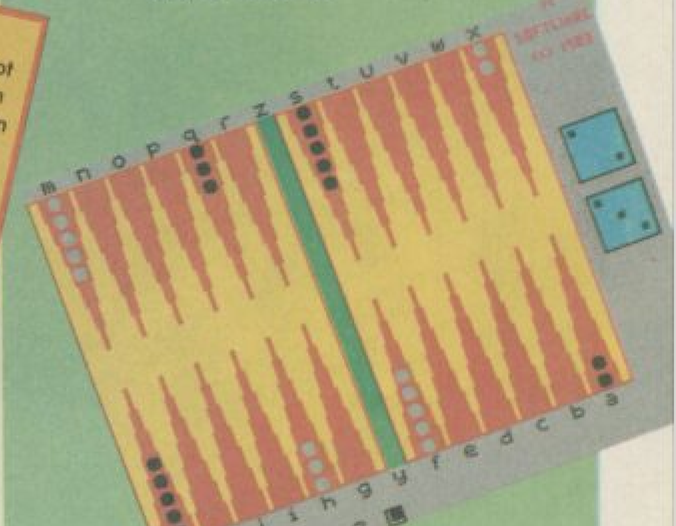


CP Software
We have a theory about chess — you need a beard to play it well. Chess is the sort of game that really is designed for excessive and wanton beard stroking. Bent over a chess board, in rapt concentration, we've a long felt want to stroke a luxurient growth of facial hair. Unfortunately we're completely free of all facial hair. Which is why we're all such bad chess players. *(That's the most pathetic excuse I've ever heard. Ed.)* Which brings us to *Clock Chess 89*, claimed to be the strongest chess program of it's type in the world. The game features 3D graphics and a library function for opening move sequences. Thankfully there is also a chance to retract moves which is handy if you tend to rush in where angels fear to tread.

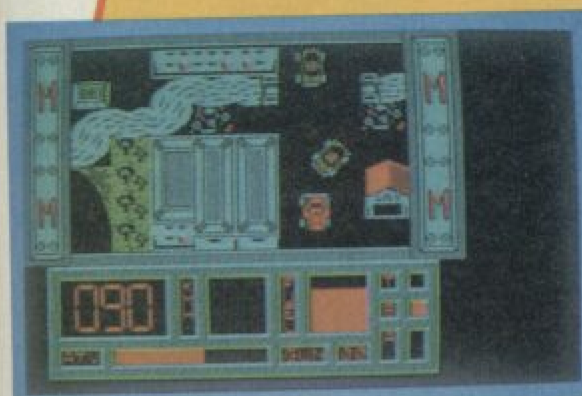
Check out the game mate (check, as in mate-geddit?) which should be in the shops now, at £8.95 on cassette or £13.95 on disk. Only one problem though. No false beard with the game to ensure instant grandmaster status!

CLASSIC GAMES

CP Softwear
Not for all of us a hectic life of running, jumping and chucking the javelin (as its technically known). Some of us prefer a more sedate type of pasttime — the drawing room with its green baize table for a hand of bridge, the ivory chess pieces or backgammon board layed out on a gleaming mahogany table — what could be more agreeable? So put on a svelte smoking jacket, pour yourself a fine wine and prepare to get to grips with this *Classic Games* edition. Chess, backgammon, draughts and a bridge player are all at your 3D fervid fingertips. A veritable indoor Olympics! These four classic games make a change from the usual hectic Speccy fare. So get gaming! *Classic Games 4* is available now on cassette at £9.95 and on disk at £14.95. What-ho!



MOTOR MASSACRE



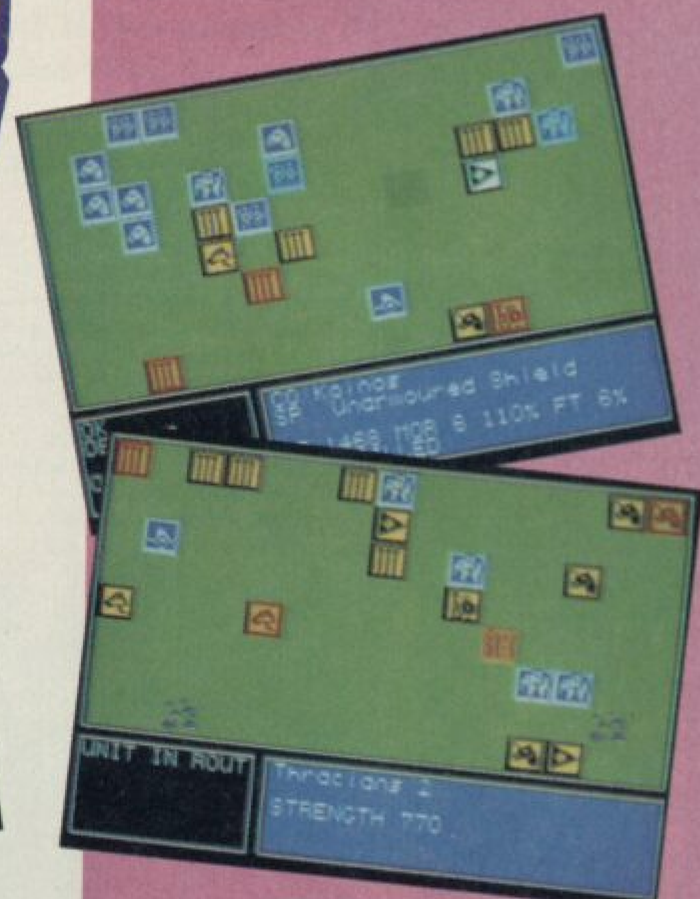
Gremlin
After the holocaust… things are not going to be rosy. Trains won't run on time. Your daily Ready-Brek will be in short supply. Mail deliveries will be severly delayed. (Some things never change.) And day to day life will become an unendurable hell that would make even a Vietnam fire-fight seem like a vicarage tea party in comparison. A pretty predicament to be sure. What is a young man, woman or small orange furry creature with horns (damn that radiation!) to do in this desolate wasteland to survive and thrive? Luckily *Motor Massacre* is here to tell you.

In a world where the simplest possessions are battled over, the player has to battle his way through hell and highwater to the demon dome. The demon dome is the scene of horrifying carnage where drivers battle it out in a motor massacre (hence the title, natch?) to become supreme gladiator of the world- or what's left of it. Revving it's way onto your Speccy supplier's shelves right about now, *Motor Massacre* will cost about £7.99 or thereabouts. Drive carefully now!

FUTURE SHOCKS

STORMLord

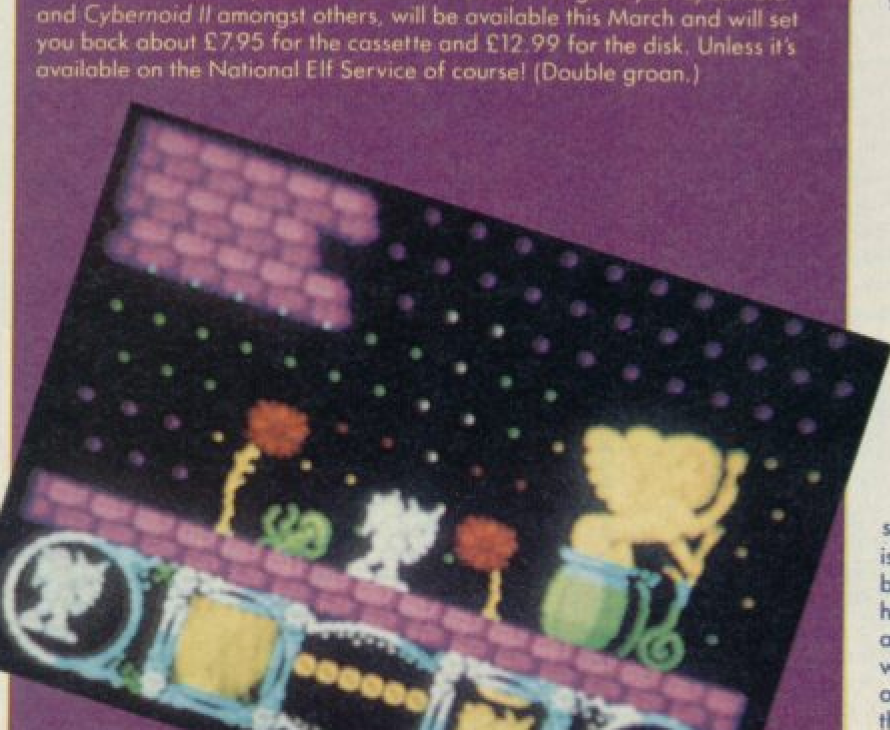




Hewson

Imagine, if you will, a happy fairy folk who like nothing more than to frolic and gambol o'er the lea... But is this the full story? By jimminey, it's not! Over this distressingly happy land a blight has fallen in the lissome form of an Evil Queen who is determined to put an end to all this jollity by rounding the little folk up and chucking them all in the clink. Fair enough, you might think, but as we all know there's no place like gnome (groan) and as a rough, tough adventurer (you are a rough, tough adventurer aren't you? You feel an overwhelming urge (you devil) to free the poor fairy folk and rise up against her royal nastiness. And if you fail? The dark Queen will rule forever forcing everyone to listen to Rick Astley records until the end of time... that ought to get you going if nothing else will!

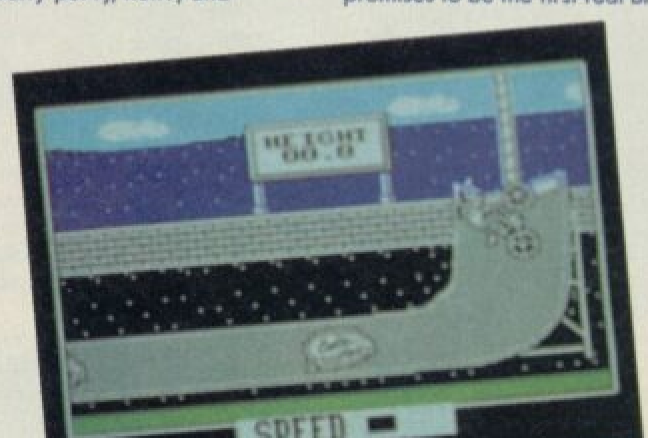
Stormlord, from top author Raffaelle Cecco, who gave you *Cybernoid* and *Cybernoid II* amongst others, will be available this March and will set you back about £7.95 for the cassette and £12.99 for the disk. Unless it's available on the National Elf Service of course! (Double groan.)



B·M·X *Freestyle*

Code Masters

Righty-ho, jam a helmet on your head, pull on your trendy lycra biking gear (pretty pervy, huh?) and straddle the awesome power that is... a BMX bike? You may sneer, but, despite lacking a throbbing few hundred horsepower, those BMXers are pretty damn nifty and the only way you'd get me risking life and limb on two chunky tires of terror is via the safety of the Speccy. (Yes, I know I'm a died in the wool coward.) But "Hold" I hear you cry, "are there not already enough BMX bike games to fill Miss Marple's saddlebag twice over?" Firstly, a slapped wrist for exaggeration and secondly, Freestyle promises to be the first real BMX trix game with wheelies, bunnyhops and triple-twist-potnoodles (!?) There's also a full complement of ramps, and half and quarter pipes to let rip on. So let's gooooooo! (Sound FX of reviewer plowing into concrete bank.)



BMX Freestyle comes to you this very merry month of December at the penny-under-a-pound price of £2.99. That can't be bad... in fact it's wheelie good!

FUTURE SHOCKS

NCYCLOPEDIA OF WAR.
ARTNE:

ANCIENT BATTLES

Cases Computer Simulations

Ah, the epic sweep of battle, the hard days in the saddle at the head of a vast army, the cut and thrust of combat in the world of Julius Caesar, Alexander the Great and Attila the Hen (the most fearsome chicken to ever threaten the world.)... my, my we were fair carried away there.

Anyway, if you've ever seen a film where Charlton Heston put his vest on, knocked the rust off his sword and sallied forth to do battle with the enemies of the Roman Empire and longed to saddle up with him (not on the same horse silly, there wouldn't be enough room) this is your chance. *Ancient Battles* is a game with a broad sweep for one or two players. Budding generals will be able to call on 136 units of troops on a 48K speccy and a full 254 units if they have 128K capacity. Battles of 100,000 a side are possible, with subordinate generals under computer control. The troops can be drawn from 24 different nations and from a time span starting at the year dot up until the fall of the Roman Empire (well it never looked well did it?) Battle terrain can also be controlled by the players and lest all this sound too complicated there is an easy to use system which allows the quick assembling of armies ready to sweep willy nilly through Europe, conquering, looting, pillaging!

A horse, a horse, my kingdom for a h... *(Lock 'im away. Ed)* Ahem. The cost of this mayhem will be £14.95 and should be laying siege to your local retailer even as you read *Ancient Battles*. So gird your loins and cry 'Havoc!'

P.S.A Doctor writes: "Loin girding should be done only under medical supervision."

TOMCAT

Interceptor

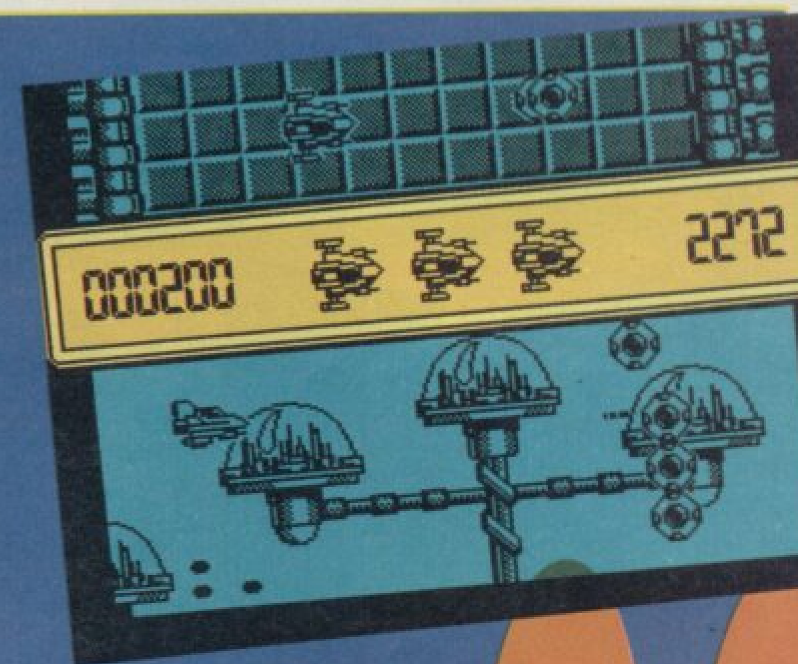
Lolling in the Airforce bar sipping a chilled saspirolla, US Fighter Pilot, Spiro D. Hackenbush may look pretty much your average sky jockey, but rest assured, he's not. Oh no! Given the signal to scramble he'll be soaring up into the wild blue yonder in a Tomcat F14 to fight for truth, justice and the right to shoot seven bells out of anyone who happens to take his fancy.

Yep, that's right, Tomcat is another wing-dinging, zapp-kapowing shoot 'em up. And why not? as Barry Norman never said. This particular wing-dinging features six levels of enemy evil-doers, including gun boats, ground installations and helicopters. Pretty much par for the course you may think, but each level culminates with a one to one, no holds-barred confrontation with a big, bad, ugly mechanoid, to really test your mettle after all that's gone before.

The F14 Tomcat comes at you with a welter of weaponry and amid a veritable tumult of explosive sound effects, and as you pilot your way to glory, the sound of Spiro D. Hackenbush hisses over the radio... hiss, splutter... *Tomcat* available now... beep, zapp... cassette £1.99... over and out."

CHECK IT OUT! IT'S ON YOUR COVER TAPE!





sanxion

Thalamus

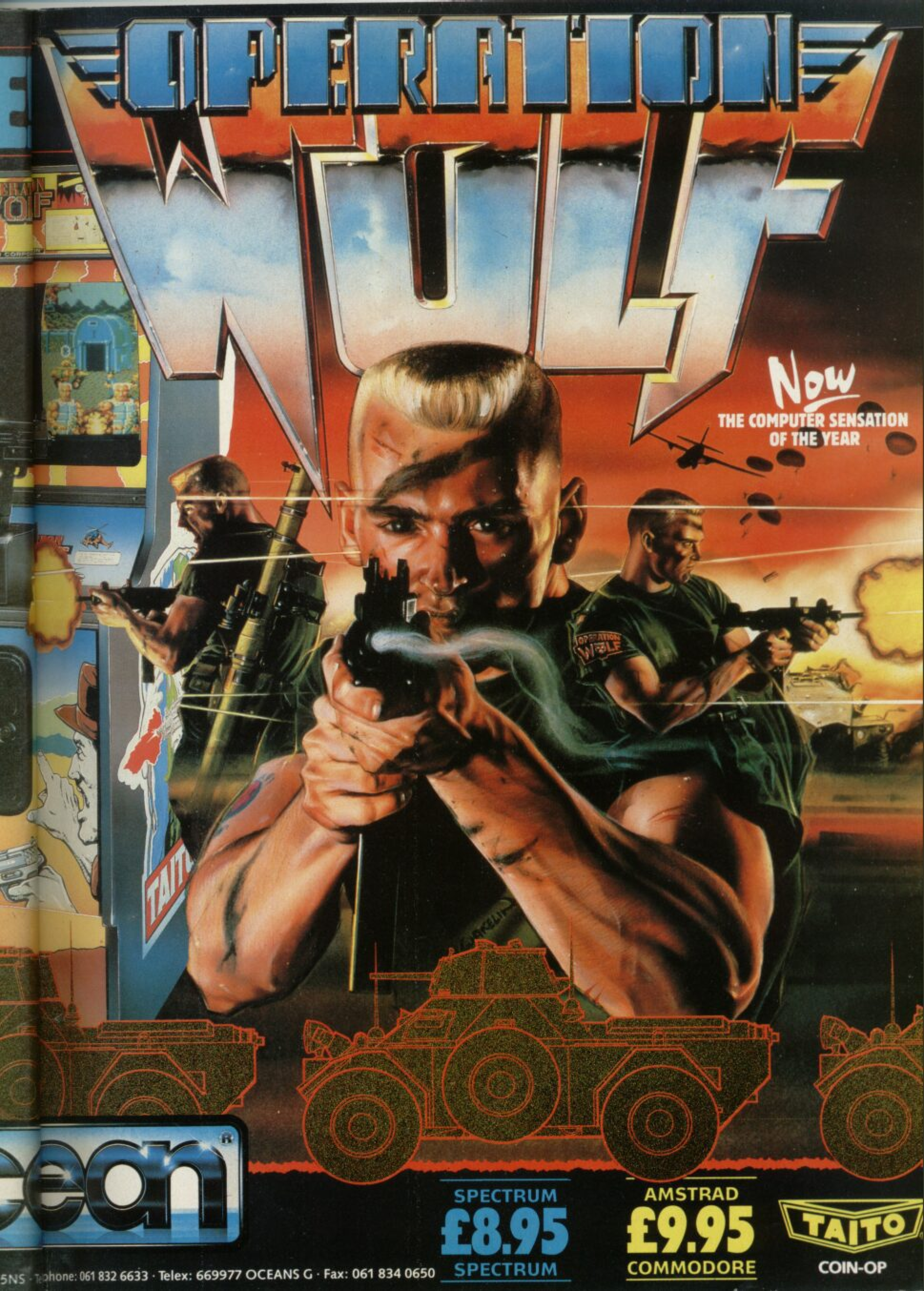
Aliens, eh? Who needs 'em? You can just imagine it. In the not too distant future, there you'll be; sipping a heady cocktail of Venusian fnurt wine and bloart juice, and watching the 3-D news report of the discovery of alien life forms. "How very interesting," you'll think, "an evil galaxy spanning empire of extra-terrestrial nasties planning to blow poor old Earth into a million zillion pieces." And then... they announce that one (count 'em-one!) ship has been prepared to battle the menace that's already laid low half the flippin' universe. And who's the lucky pilot on this demented mission? Muggins, that's who.

As I said, aliens! Who need's 'em? Well, if that's your attitude you won't get far with this game. A spectacular shoot 'em up with horizontal scrolling pits you, as Earth's sole hope in a ship designed by all the world's governments, against the Empire who is staging an all out attack on our beleagured planet. Seem's these bug-eyed beasties think Earth is a menace to the rest of the galaxy- perhaps they're scared we're going to start broadcasting *Neighbours* at 'em!

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THE SPECTRUM REMIX

Sanxion should present a multi-layer test of iron nerves and quick reactions, with side and overhead view simultaneously on screen for full sensory overload. Hitting the shops soon Sanxion takes off at £8.99 for the cassette or £12.99 for disk. Aliens? Discumbobulate their gizzards I say!


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GIANTS OF THE VIDEO GAMES INDUSTRY
Tear along the highways of the sky, free of the tedium of road hogs and pedestrians, only the twists and turns of a heavenly motorway stretching out before you. But you've more than the angels to keep you company — Kamikaze opponents bar your way, skyjack terrorists blast endless voids in your celestial pathway.
The struggle is not all one sided — lazer powered turbos give you unbelievable acceleration and the power to fly, whilst your fusion enhanced controls will enable you to steer a path through the most devastating opposition.
The road narrows — the space is tight — time to transform at the speed of light into the nuclear powered jet bike.
Take to the skies in an aerial extravaganza of race skills, daredevil pilotry, fearless road warring through nine totally distinct landscapes.
SCORE
ENERGY
DISTANCE
Screen shots from various formats
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